EASTMAN

WARNING!

VIOLENCE, MAGIC, & THE SUPERNATURAL

The fictional world of the Teenage Mutant Ninja Turtles & Other Strangeness role-playing game is violent, deadly, and filled with the supernatural. It is an exotic realm where fictional wizards, strange creatures, mutated beasts, aliens, and the paranormal are commonplace. Magic, monsters, psychic abilities, insanity, combat, war, and heroic adventure are all elements of this book.

Some parents may find the violence, magic, and supernatural elements inappropriate for young readers and players. *We suggest parental discretion.*

Palladium Books does not condone the occult, witchcraft, magic, murder, or the use of illegal drugs. The weapons and scenarios in this game may have unfortunately grown more prevalent in today's society than they were in 1985 — their role in this game is reflective of their use when the book was originally printed.

A complete role-playing game set in the world of the *Teenage Mutant Ninja Turtles.*

Compatible with the entire Palladium Books® Megaverse®. One game system, a Megaverse® of adventure.

DEDICATION

In memory of my dear friend and soulmate brother, Erick Wujcik. You were one heck of a Game Master yourself. Thank you for sharing my vision, encouraging my creativity, and for keeping great ideas coming to me to this day, in spirit. And to Kevin Eastman and Peter Laird, I'm proud to call you two maestros my friends. You deserve every kind word and accolade. I love you all.

– Kevin Siembieda, Publisher, Writer, and Friend 2025

DEDICATION

In remembrance of "The Wuj" whose games changed my life. We never met in life, but first as a child fan and now as an adult creator my respect for Erick Wujcik has only grown as I continue to learn from him. Also to Kevin Siembieda, Kevin Eastman, and Peter Laird - collaborating with those who inspired me on this path has been the thrill of a lifetime, beyond my wildest imaginings.

– Sean Owen Roberson, Designer, Writer, Adventurer 2025

Our heartfelt gratitude to Kevin Eastman, Peter Laird, Freddie, Majestic, Sophie, Luis, Jeremy, Nick, and Jeff. We couldn't have done this without you and the wonderful fans of the TMNT, old and new.

– Kev and Sean, 2025

nickelodeon™

First Printing of the Redux Edition – June 2025

First Printing – 1985

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Palladium Books® presents:

TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS

Redux Edition

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FOREWORD

The book you hold in your hands changed my life.

I was eleven years old when I came across it in my local hobby shop in Berkeley, California. I'd devoured the comic books and couldn't believe there was now a way for me to play, any time I wanted, in that same world of mutants and sewers and martial arts.

I had, of course, played *Dungeons & Dragons* some — and enjoyed it — but this was the first time I'd come across a role-playing game that felt like it was mine, for my generation. I bought it, raced right home, and read it cover-to-cover. Then, I brought it to school with me the next day.

My friends freaked out for it. And inside of a week, myself and three of my closest pals were playing it every day at lunch and all through the weekend.

But what I didn't know then, what I couldn't know then, was what this book, this creative sandbox of fun from Erick Wujcik, Peter Laird, and Kevin Eastman would do to my life.

I quickly (and permanently) became the Game Master for the TMNT RPG amongst my group. I would spend countless hours at night after school, ignoring my homework, and toiling away on an adventure for that next weekend or a surprise turn of events for that next lunch hour.

I learned, through failure (the best teacher!), what bored my friends, what confused them — and conversely what excited them, what thrilled them, what kept them interested and engaged and coming back for more.

In short, I learned how to tell stories from those long and glorious hours of gaming. Through storytelling. Through being surprised by the actions the players would take. Through learning how to make it seem like the players were choosing their path, all the while knowing behind my GM screen, that they were on my ride, my rollercoaster rails, and the thrills and chills and twists and turns were all preplanned and lying in wait, unavoidable and unexpected.

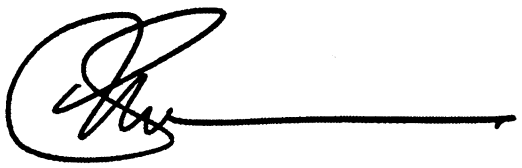
TMNT & Other Strangeness opened my mind to the possibility of being a storyteller. Of being a director. Nothing brought me greater joy and nothing challenged me more.

Soon, we'd all be driving and dating and then off to college and beyond. But it was those formative junior high school years of playing the TMNT RPG that began to shape the way in which I thought about storytelling, the way I thought about entertaining and captivating an audience.

Those same lessons I use in my work to this very day. I'm still up late at night, avoiding my homework, as I tinker and experiment with a new story, trying to find that balance of surprise and inevitability, of fun and fear, of danger and derring-do; trying to get it right for my new set of players: audiences around the world. Trying, in some sense, to return to those hours sitting across the table from my best friends in the world and telling them a story.

This book has the power to change your life if you let it. I know, because it changed mine.

I am forever in its debt.



- Rawson Marshall Thurber

Los Angeles

November, 2023

Note: Rawson Marshall Thurber is the writer director behind such movies as *Red Notice*, *Dodgeball: A True Underdog Story*, *Skyscraper*, and *Central Intelligence.*

WORDS FROM THE PUBLISHER

It's hard to believe that 40 years ago four Teenage Mutant Ninja Turtles climbed out of the sewers and into our hearts.

When I licensed the TMNT so long ago, I had no idea I would be part of something historic and magical. Almost singlehandedly, Kevin Eastman and Peter Laird (along with a few other standouts like Stan Sakai's Usagi Yojimbo) put the 1980s black and white independent comic book revolution on the map.

The Teenage Mutant Ninja Turtles & Other Strangeness role-playing game, written by my brilliant friend Erick Wujcik, would quickly become another gateway into the world of Ninja Turtles, mutant animals, misfits, and heroes. Released in the summer of 1985, the role-playing game featured a cover painting by none other than Kevin Eastman (his first TMNT painting!), a brand-new Eastman and Laird TMNT comic created special for the role-playing game, as well as additional Eastman and Laird illustrations throughout. It just made sense to me to have the comic book creators do most of the artwork and, happily, they were onboard with the idea.

The role-playing game would quickly become nearly as iconic as the early black and white comic books they were based on. In fact, there is an array of people who discovered the Ninja Turtles via the game before they discovered the comic books. That includes such creative talents as Freddie E. Williams II, Sophie Campbell, and Ciro Nieli (the mastermind behind the 2012 Nickelodeon CGI animated TV series), among many others.

The game and the comic books would inspire generations of artists, writers, gamers, and even actors and filmmakers such as writer/director Rawson Marshall Thurber (*Red Notice*, *Skyscraper*, *Central Intelligence*), Brad Peyton (*San Andreas*, *Rampage*), and Ciro Nieli (2012 CGI Turtles series), just to name a few. That blows my mind.

The Teenage Mutant Ninja Turtles & Other Strangeness Redux editions collect the beloved Erick Wujcik role-playing game and the five TMNT inspired sourcebooks into two, deluxe, full color hardcovers. Each lovingly remastered and colored for the first time ever, and filled with pages and pages of bonus material.

Sean Owen Roberson was capable lead on this daunting project and took on the Herculean task of the crowdfunder, the remastering, the new layout, updates to rules and writing, the approval process with Paramount, and the design of the backer exclusive miniatures and Mutagen Green Dice. It helped that Sean loves TMNT as much as anyone, and he and I make a rare and dynamic, creative duo. But this is a team effort, so our thanks to the entire Palladium staff, Paramount, and all contributors, past and present.

As fans of the Ninja Turtles ourselves, we have pulled out all the stops for this epic redux. The brand-new tribute art and color work is by some of the best of the best, and includes comic book and gaming legends. The written remembrances come from the heart of many of those same individuals and additional notable writers, artists, gamers, including people who knew Erick.

The "Behind the Scenes" section is filled with artwork, concept drawings, and notes from the archives of Kevin Eastman, Peter Laird, Nickelodeon, and Palladium Books. All of it has the blessing of Kevin and Peter. These two old friends also agreed to pencil and ink the variant Mutagen Green Foil covers exclusive to the crowdfunding campaign, and the super-busy Kevin Eastman insisted on painting the new variant cover for the *TMNT & Other Strangeness role-playing game* and was kind enough to grace our fans with a new illustration of Karai just for this book. Likewise, Sophie Campbell jumped at doing the variant cover for *Transdimensional Adventures*, two pages of tribute art, additional colors, and worked with me to write the new TMNT PDF crowdfunding bonus adventure.

Our main color artist, Michael Majestic, has blown minds with his painterly renditions of the original art, and a big thanks to the talented Luis Antonio Delgado for stepping in to do most of the colors for *Transdimensional TMNT*, *Truckin' Turtles*, and *Turtles Go Hollywood.*

The idea for a *Black, White, and Red* edition came from Jeff Whitman at Paramount and we loved it. The initial plan was to add spot red for all the masks and a few other things layered over the original black and white art. Simple. Clean. Fun. But Jeremy Colwell's treatment on some samples painted in gray scale and in-depth reds were so jaw-dropping it compelled us to have him give both books the full treatment throughout both *Black, White, and Red* editions. Jeremy also did the colors on several pieces of tribute art. Each of these lovely human beings and all our contributors were a joy to work with, and all went above and beyond the call of duty. Why? Because they love the Ninja Turtles, Mirage Studios, the original RPG, Palladium Books, and you the fans. We have all conspired to give you something special and memorable.

I have loved reconnecting with the original Mirage Studios creators and a generation of incredible new talent. This has been a passion project for me, Sean, and each and every person involved. My heartfelt thank you to all of these wonderful men and women, our crowdfunding Backers, and to everyone who buys one of these books. Game on! Love ya Erick Wujcik. It's all good.

- Kevin Siembieda
Publisher, Artist, Game Designer

Palladium Books® presents:

EASTMAN AND LAIRD'S

TEENAGE MUTANT NINJA TURTLES & OTHER STRANGENESS

Written By: **Erick Wujcik**

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Alex Marciniszyn
Florence Siembieda
Randy Cartier

Cover Painting: **Kevin Eastman**

Interior Artists:
Peter Laird
Kevin Eastman

Original Art Direction & Layout: **Kevin Siembieda**

Original Typography: **Maryann Garner**

ORIGINAL 1985 DEDICATION

This work is dedicated to the two greatest Game Masters in the world, Kevin Siembieda and Rene Vega.

– Erick Wujcik (1951-2008)

EASTMAN AND LAIRD'S TEENAGE MUTANT NINJA TURTLES

INTRODUCTION

The concept behind that of the Teenage Mutant Ninja Turtles is novel but not new. Over the years there have been animal characters in virtually every comic book ever created. From Cerebus the Aardvark through the Teenage Mutant Ninja Turtles, from Superdog through the Cat in American Flagg, Bugs Bunny through Howard the Duck, there's been a fascination with animals that mimic the human form or habit. Where would Tom Terrific be without Manfred the Wonder Dog?

None of this is even a modern trend. Students of Japanese art will recognize the delightful caricatures of priests, peasants, and samurai depicted as mice, rabbits, and other common animals. This game merely offers animals as characters to the many players in role-playing games.

However, to get back to games, TMNT & Other Strangeness is meant to be a complete role-playing experience. You can use this book to play anything from a quickie tournament to a lifetime campaign. No matter how you use the game, on its own, or with other Palladium Books® role-playing games, it should be a complete and enjoyable role-playing experience.

So how can a game based on a single set of comic book characters be complete? Simple; this game lays out *all* the rules needed to create and play as any kind of animal character. Whether they're mutants or biological experiments, the player can roll up a character that's playable and balanced.

Game Masters will find TMNT & Other Strangeness to be complete also. Of course, any ambitious GM should also take a good look at other Palladium Books® games before starting a TMNT & Other Strangeness campaign. The point is, you don't *need* anything beyond the rules in this book.

One comment on the Animal Section. Yes, I know it's incomplete -- but do you have any idea how many animals there are in the world? How many birds? We're talking about over 750 species of birds in North America alone. So I've concentrated on the creatures common to the United States and Canada. If you should have any arguments with the various animal descriptions and statistics... welcome to the club. It's a rare day when two expert sources agree on anything!

I hope you enjoy this new entry in the Palladium Books® series of games. I'd like to thank my entire intrepid cast of playtesters, Paul Deckert, Rob Justice, Alan Moen, Greg Paul, Pete Schermerhorn, Eric Snider, John Speck, Jim Webster, and Suzie Zick.

– Erick Wujcik, 1985

WHAT IS A ROLE-PLAYING GAME?

Role-playing games (RPG) are just an advanced form of board games, but often without the board. Many elements are the same - you still need paper, pencil, dice, and players - but the main thing you need to play a role-playing game is **IMAGINATION.**

IMAGINE THE SCENE

Picture a waiting room, there's a desk, 10 comfortable chairs, and a large video screen on the front wall. Facing the screen, you see a door on the right-hand wall and four large windows on the left wall. There is also a large clock that tells you it is 3 o'clock, a glance out the dark window lets you know that it is the middle of the night.

Can you picture this scene? Try to keep the mental image in your head. Now you are ready for the next step...

IMAGINE THE SETTING

At the front of the room there is a mad-looking figure. Half-man, half-bat, it looks around suspiciously. At its feet there are two very frightened people, both in stained blue work clothes. The bat-thing points a pistol at them and hoarsely screams, "Where is money?"

Obviously, there is some kind of crime taking place here and, judging from the state of the criminal, his victims are in dire danger. The next step is to find out how **YOU** fit into all this.

IMAGINE THE CHARACTER

Now here comes the tricky part. **YOU** are not in the room, but there is somebody in the room whose eyes you see through - an imaginary individual who is **your playing piece** in this game.

Normally you will spend time creating a new **Player Character** (PC), and continue playing them for weeks or even years.

In our example let's assume that you are playing *Raphael,* the Ninja Turtle expert with sai. Just picture yourself (as Raphael!) standing at the far end of the room.

IMAGINE THE ACTION

Actually, you need one important extra ingredient to make a role-playing game work, the **Game Master** (GM); another player who controls all the characters in the game besides the players' characters. So you're the only player and I'm the GM:

"*The bat-thing has not yet noticed Raphael standing quietly in the back of the room,*" the GM informs you, "*but it looks like it is about to shoot one of the janitors.*" What are **YOU** going to do?

As Raphael **YOU** have an important decision to make. How can you best protect the innocent janitors and capture the bat-thing? Should you leap at the bat-thing? Attempt to throw a Sai through the thing's weapon hand?

In an RPG there are no simple answers. There are also almost no limits to what you can do. The only restriction is you can't go beyond the physical and mental limits of your character.

WHAT YOU NEED TO PLAY

Other than imagination, players, and a GM you will need:

- **Dice:** two each of 4-sided, 6-sided (more is better), 8-sided, 10-sided, and 20-sided dice; commonly sold at game stores.
- **Pencils and Paper:** to track characters and make notes.

GLOSSARY

OF COMMON ROLE-PLAYING GAME TERMS

Adventure: An episode, session, or basic story with a specific scenario for the characters in a role-playing game to confront. An adventure is usually a story with a beginning (hearing about the criminal), a middle (tracking down the criminal's hideout), and an end (defeating the criminal). Most campaigns are developed around a series of adventure scenarios.

Attributes: The numbers used to evaluate the strengths and weaknesses of your character. For example, Physical Prowess (PP) is how smooth, agile, and quick a character is in combat. A PP of 4 indicates the character is clumsy. A PP of 10 would be an average, fairly coordinated human being. While a PP of 16 or more means someone with exceptional speed and reflexes.

Campaign: A word used to describe an ongoing game featuring the same characters, plotlines, and Game Master in a story arc.

Death: Just as in real life, characters can die. The death of heroes in comic books, or in games, is a fairly rare event. The amount of death in a campaign usually depends on the individual Game Master, and choices of players. Players should take a character's death calmly. Remember, this is *only* a game and heroics is a dangerous line of work. GMs should allow players to roll up a *new* character and include it in the game as soon as it is appropriate. However, characters should not be a dime a dozen.

Dice: There are a variety of dice used in role-playing games. There are the standard six-sided dice, the kind you use for most board games, called "D6". You know how many dice to roll with an expression like "roll 3D6." This means "roll three six-sided dice and add the results together." Dice also come with four-sides (D4), eight-sides (D8), ten-sides (D10), and even twenty-sides (D20), and can be found at most hobby stores or websites.

Game Master (GM): The person who controls the game "world." All the NPCs and even the weather are controlled by the GM.

Non-Player Character (NPC): Characters controlled by the GM in the story. They can be allies, enemies, or bystanders.

Player: A person who controls a character in a role-playing game.

Player Character (PC): Every player (except the GM) has a character who serves as their imaginary playing piece.

Role-Playing Game (RPG): Games with an interactive storyteller and imaginary characters controlled by players.

Roll a Twenty-Sided: Simply roll a twenty-sided die for a number.

Roll Percentile: Roll two ten-sided dice to get a number between 1 and 100. Let's say we have one green D10 and one red D10. First, declare which one is tens (say, red), then roll the dice and put the numbers together to give you a percentile. For example, "Red 4 and green 8, so I rolled a 48%." Two zeroes is 100%.

Run: The act of game mastering. Example, "He runs an excellent game," or "Wow, Kevin ran a campaign for 26 players at once."

Saving Throw: This is a roll (usually on a twenty-sided die) to avoid some unpleasant event. For example, a character might have to roll a saving throw to avoid being overcome by poison.

Statistics: The Attributes, skills, equipment, and other information that makes up a character's profile, also called "stats."

CREATING MUTANT ANIMAL CHARACTERS

Animal heroes are the results of a mutation or some other change that causes a normal animal to become more intelligent, more human-like, or gain other special abilities.

An animal could look exactly like a normal member of the species but have super intelligence and psionics. Or, an animal might become so completely human that only a few small physical and mental quirks identify it as different from an average person. The Teenage Mutant Ninja Turtles are definitely humanlike (they walk, talk, and manipulate objects like humans), but they remain turtlelike in appearance. Even more exotic is a creature that exaggerates its animal characteristics away from a human direction. For example, T'Cleass the bat-thing looks nothing like a human but has mutated far beyond the abilities of a normal bat.

STEP 1: ATTRIBUTES

The first step in creating an animal character is to roll up the eight attributes, IQ, ME, MA, PS, PP, PE, PB, and Spd

Three six-sided dice are rolled to determine each attribute. The higher the number, the greater the ability. If the attribute is "exceptional" – 16, 17 or 18 – then an additional six-sided die is rolled and added to the total for that attribute.

Intelligence Quotient (IQ): Indicates the intelligence of the character. The exact IQ is equal to the IQ attribute multiplied times ten. Characters with an IQ of 16 or better will receive a one-time bonus added to all the character's skill percentiles.

Mental Endurance (ME): Measures the mental and emotional stress the character can withstand. Characters must have a minimum ME of 12 to become psionic. An ME of 16 or higher grants a bonus to save against psionics and other strangeness.

Mental Affinity (MA): Measures the character's charisma. Those with an MA of l6 or higher have a chance to naturally invoke trust or intimidation in others.

Physical Strength (PS): Measures the raw physical power of a character - the PS times 10 indicates how heavy an object (in pounds) they can carry. A character can lift 30 times the PS. Exceptionally strong characters having PS of 15-19 can carry 20 times their PS and lift 40 times their PS. Someone with a PS of 20-23 can carry 30 times their PS and lift 60 times their PS. Anyone with a PS of 24 or higher can carry 50 times their PS and lift 100 times their PS. Any character with a PS of 16 or better receives a bonus to the Damage dealt by their melee attacks.

Physical Prowess (PP): The character's dexterity and agility; a PP of 16 or higher grants bonuses to Strike, Parry, and Dodge.

Physical Endurance (PE): The character's stamina and durability, including the amount of physical punishment they can take and their resistance to fatigue and disease. A character can carry their maximum weight load (see PS) for the PE times 4 minutes. Carrying the maximum weight while running or fighting can only be done for the PE times 2 minutes. If a character lifts the maximum weight (see PS), it can only be held for as many combat rounds (15 seconds each) as the character has PE. A character can run at maximum speed for one minute for each point of PE. Characters with a PE of 16 or better receive bonuses to save versus Coma (or Death), Toxins, and Magic.

Physical Beauty (PB): Measures the character's physical attractiveness. Those with a PB of 16 or higher have a chance to naturally charm or impress others.

Speed (Spd): The character's movement speed. Speed times 5 is the number of yards (or meters) they can run in one combat round; or times 20 in one minute; see the **Movement Table** below.

ATTRIBUTE BONUS SUMMARY

- **IQ** Bonus to all percentile-based skills
- **ME** Bonus to save vs. Psionics and Strangeness
- **MA** Degree of social influence; Charisma and Trust
- **PS** Bonus to melee and hurled damage
- **PP** Bonus to Strike, Parry, and Dodge
- **PE** Bonus to save vs. Coma, Toxins, and Magic
- **PB** Degree of physical attractiveness; Charm and Impress
- **Spd** Movement distance

ATTRIBUTE BONUS TABLE

	IQ	ME	MA	PS	PP	PE	PE	PB
16	+2%	+1	40%	+1	+1	+4%	+1	30%
17	+3%	+1	45%	+2	+1	+5%	+1	35%
18	+4%	+2	50%	+3	+2	+6%	+2	40%
19	+5%	+2	55%	+4	+2	+8%	+2	45%
20	+6%	+3	60%	+5	+3	+10%	+3	50%
21	+7%	+3	65%	+6	+3	+12%	+3	55%
22	+8%	+4	70%	+7	+4	+14%	+4	60%
23	+9%	+4	75%	+8	+4	+16%	+4	65%
24	+10%	+5	80%	+9	+5	+18%	+5	70%
25	+11%	+5	82%	+10	+5	+20%	+5	75%
26	+12%	+6	84%	+11	+6	+22%	+6	80%
27	+13%	+6	86%	+12	+6	+24%	+6	82%
28	+14%	+7	88%	+13	+7	+26%	+7	84%
29	+15%	+7	90%	+14	+7	+28%	+7	86%
30	+16%	+8	91%	+15	+8	+30%	+8	88%
31	+17%	+8	92%	+16	+8	+32%	+8	90%
32	+18%	+9	93%	+17	+9	+34%	+9	91%
33	+19%	+9	94%	+18	+9	+36%	+9	92%
34	+20%	+10	95%	+19	+10	+38%	+10	93%
35	+21%	+10	96%	+20	+10	+40%	+10	94%
36	+22%	+11	97%	+21	+11	+42%	+11	95%
37	+23%	+11	98%	+22	+11	+44%	+11	96%
38	+24%	+12	99%	+23	+12	+46%	+12	97%
39	+25%	+12	99%	+24	+12	+48%	+12	98%
40	+26%	+13	99%	+25	+13	+50%	+13	99%

MOVEMENT TABLE

Speed:	1-7	8-15	16-24	25-40
Move Action - tabletop inches	4"	5"	6"	7"
Move Action - yards/meters	8	10	12	14
Full Round Run - tabletop inches	Speed × 2.5 (round down)			
Full Round Run - yards/meters	Speed × 5			
1 Minute Sprint - yards/meters	Speed × 20			

HIT POINTS & STRUCTURAL DAMAGE CAPACITY

Hit Points (HP) might best be thought of as health points because they indicate how much physical damage (cuts, bruises, etc.) a character can withstand before they die.

Structural Damage Capacity (SDC) points are similar to hit points but represent an object's physical toughness or a character's endurance. SDC damage is superficial aches and pains, while HP damage is considered severe and often life-threatening.

HP and SDC are tracked during combat to determine how much damage is being inflicted on friend and foe. Each time a character is hit by an attack they take damage, and each player records how many HP or SDC points remain by subtracting the damage from the starting value. Likewise, the Game Master keeps score of how much damage opponents take.

DETERMINING HIT POINTS

Roll a six-sided die and add the result to a character's PE to determine their base Hit Points. Every time a character gains an experience level another 1D6 is added to the total Hit Points.

STEP 2: ANIMAL

What kind of animal was the character originally? Roll percentile dice to find out!

Note: Check with the GM before rolling, some may restrict the kind of animals in the campaign. For example, a GM could decide all characters will be Rural Animals.

First: Roll percentile dice to determine the category of animal:

ANIMAL CATEGORY TABLE

01-25	**Urban Animals Table**
26-40	**Rural Animals Table**
41-65	**Wild Animals Table**
66-75	**Wild Birds Table**
76-90	**Zoo Animals Table**
91-100	**Lab Animals Table**

Second: Roll on the listed table to determine the exact animal.

Optional: If the GM and players prefer, the following *character creation table results can be chosen*, instead of randomly rolled. However, we recommend random determination.

DETERMINE THE ANIMAL

01 - 25 URBAN ANIMALS

01-25	Dog
26-45	Cat
46-50	Newt
51-55	Crow
56-60	Pet Rodent (Gerbil, Hamster, etc.)
61-65	Squirrel
66-75	Pet Ferret
76-83	Pigeon
84-85	Bird (Songbird or Parrot)
86-88	Bat
89-92	Turtle
93-96	Frog
97-00	Lizard

26 - 40 RURAL ANIMALS

01-05	Dog
06-10	Cat
11-15	Cow or Bull
16-20	Pig
21-30	Chicken
31-35	Duck
36-50	Horse
51-60	Rabbit
61-65	Rat
66-70	Sheep
71-80	Goat
81-85	Turkey
86-88	Bat
89-94	Raccoon
95-98	Frog
99-100	Salamander

41 - 65 WILD ANIMALS

01-05	Wolf
06-10	Coyote
11-15	Fox
16-20	Badger
21-25	Black Bear
26-27	Grizzly Bear
28-30	Cougar
31-33	Bobcat
34-35	Lynx
36-37	Wolverine
38-45	Weasel
46-49	Alligator
50-52	Otter
53-55	Beaver
56-60	Muskrat
61-65	Raccoon
66-70	Boar
71-75	Skunk
76-80	Porcupine
81-83	Opossum
84-85	Marten
86-88	Armadillo
89-95	Deer
96-97	Elk
98-99	Moose
100	Mole

66 - 75 WILD BIRDS

01-05	Duck
06-10	Goose
11-15	Swan
16-20	Cardinal
21-30	Wild Turkey
31-35	Small Wild Bird
36-50	Wild Game Bird
51-60	Raven
61-65	Pigeon
66-70	Wild Songbird
71-80	Hawk
81-85	Falcon
86-90	Eagle
91-95	Owl
96-98	Escaped Pet Songbird
99-00	Escaped Pet Parrot

76 - 90 ZOO ANIMALS

01-04	Lion
05-08	Tiger
09-12	Leopard
13-16	Cheetah
17-20	Polar Bear
21-24	Crocodile (or Alligator)
25-28	Aardvark
29-32	Rhinoceros
33-36	Hippopotamus
37-40	Elephant
41-44	Chimpanzee
45-48	Orangutan
49-52	Gorilla
53-56	Monkey
57-60	Baboon
61-64	Camel
65-68	Bison (or Buffalo)
69-72	Lemur
73-76	Shark
77-80	Octopus
81-84	Squid
85-88	Penguin
89-92	Kodiak (Brown Bear)
93-96	Lizard
97-100	Komodo Dragon

91-100 LAB ANIMALS

01-25	Mouse
26-45	Rat
46-50	Songbird
51-55	Dog
56-60	Cat
61-65	Rabbit
66-75	Guinea Pig
76-80	Hamster
81-85	Chimpanzee
86-89	Monkey
90-93	Pig
94-97	Sheep
98-00	Salamander

STEP 3: ORIGINS

The next step is to determine the reason for the animal's change or mutation. Roll percentile dice and consult the following table:

MUTANT ANIMAL ORIGINS TABLE

01-14 Random Mutation: This means that the animal just happened to come out like that. For example, in TMNT, Splinter was an unusually intelligent and skilled rat long before the accident that created the Ninja Turtles. Roll on the *Wild Animal Education table.*

15-60 Accidental Encounter: Some "strange stuff" – radiation, energy, chemicals, biologicals, or other strangeness, causes the animals to mutate. Roll on the *Wild Animal Education table.*

61-00 Deliberate Experimentation: An organization performed some kind of laboratory experiment on the animal to cause the mutation; the animal's structure or genetics were purposely altered for a specific purpose. First roll percentile dice on the *Creator Organization table*, then roll percentile again to find out the mutant's current relationship with the creator organization, their education, and their possessions:

01-10 Adopted and raised as one of a researcher's family. Still living in the home, mutually loves and is loved by family members. This mutant was treated as a human and, while some discrimination may have been experienced, they feel that humans are basically good. Educated as a normal human student. Professional Skills: Select 8 with a +25% Education bonus to each. Amateur Skills: Select 10. Equipment: Buy standard items using 3D6×$1,000 in savings.

11-20 Raised in the home of a researcher as a pet. Still living in the home and fairly loyal to family members. The mutant resents humans somewhat, but will still attempt to find acceptance among mankind. Trained instead of educated. Professional Skills: Select 2 Physical skills plus 6 others (no Education bonus). Amateur Skills: Select 12. Equipment: Buy standard items using 2D6×$1,000 in savings.

21-30 Raised in the home of a researcher as a pet, but things went awry. Escaped and hunted by the organization, but not with deadly force (goal: recapture for further study), they resent humans. Roll on the *Wild Animal Education table.*

31-40 Brought up as an experiment. Trained and educated with cruel punishments, the mutant distrusts humans. Escaped, now hunted by the organization. Professional Skills: Select 6 Physical skills at a +20% Education bonus. Amateur Skills: Select 12. Equipment: The mutant stole 1D6×$10,000 in items (including Contraband) during its escape.

41-50 Raised in a cage as an experimental animal. The mutant escaped, wants to destroy the organization, and has a strong distrust (and possibly hatred) of all humans. Roll on the *Wild Animal Education table.*

51-60 Educated as a normal human, the mutant has good relationships and a balanced outlook on humans. Lives separate from the organization but cooperates with it. Professional Skills: Select 10 at a +10% Education bonus. Amateur Skills: Select 8. Equipment: Buy standard and Contraband items using 4D6×$1,000 in savings.

61-70 Rescued and adopted while young from the organization by a friendly researcher. Raised while continuously being hunted by the organization, the mutant distrusts most humans but knows there are some good people who deserve help and friendship. Professional Skills: Select 4 from Communications, Computer, Physical, Piloting, Science, or Technical; plus 3 from Military or Espionage; all at a +20% Education bonus. Amateur Skills: Select 10. Equipment: Buy standard items using 2D6×$250 in savings.

71-80 Highly educated and trained in the use of their natural abilities, the mutant is a valuable employee of the organization and is paid at least triple the going rate (minimum $150,000 per year). Professional Skills: Select 10 at a +20% Education bonus. Amateur Skills: Select 8. Equipment: Buy standard and Contraband items using 2D6×$1,000 in savings.

81-90 Highly trained as a specialist using their natural abilities, the mutant was treated as a slave, eventually escaped, and distrusts most humans. They are actively hunted by law enforcement agencies and the organization. Professional Skills: Select 8 at a +15% Education bonus. Amateur Skills: Select 10. Equipment: The mutant stole 3D6×$10,000 in cash and equipment (including Contraband) as it escaped.

91-00 Bred for combat and raised as an assassin or warrior, the mutant knows and respects some humans but distrusts all large organizations. They escaped the organization, are considered armed and dangerous, and actively hunted by law enforcement agencies and the organization. Learns their choice of Martial Arts *or* Assassin Combat Training plus any 3 Weapon Proficiencies (Ancient or Modern). Professional Skills: Select 3 Military or Espionage at a +15% Education bonus. Amateur Skills: Select 10. Equipment: The mutant stole 2D6×$10,000 in cash and items (including Contraband) as it escaped.

CREATOR ORGANIZATION TABLE

01-25	Public Biological Research Facility
26-45	Private Industry
46-50	Secret Medical Experiment Organization
51-55	Secret Criminal Organization
56-60	Secret Crime Fighting Organization
61-65	Secret Private Contractor Military Organization
66-70	Secret Espionage Organization
71-75	Secret Medical Research Organization
76-00	Secret Government Military Organization

WILD ANIMAL EDUCATION TABLE

(Roll percentile dice, *only* if educated as a wild animal.)

01-20: Everything is self-taught as the animal lived in the wild with no help or assistance. The mutant mistrusts humans and other animals. Skills: Basic Academics is at a low level (-5%). Knows wilderness skills including Prowl (+25%), Wilderness Survival (+25%), Escape Artist (+10%), Climbing (+15%), and Swimming (+10%). The mutant can pick only one (1) Amateur skill. Special Bonus: Gain Feral Combat Training, +10 to SDC, +2 to ME, +4 to PE, +2 to PP, and +2 to PS. Equipment: The mutant has scavenged 3D6×$100 in various items, most in poor condition.

21-40: By skulking around the fringes of society, the mutant picked up a rudimentary education. They probably have a small number of human friends but distrust people in general. Professional Skills: Basic Combat Training, Prowl (+15%), Climbing (+15%). Amateur Skills: Select 12. Special Bonus: +2 to PP, +2 to MA, and +10% to all Perception checks. Equipment: The mutant has scavenged 3D6×$250 in standard items.

41-90: Adopted by a "mentor" who teaches and guides the mutant in some form of special training. This is often Ninjutsu, but any other Combat Training can be selected. These mutants learned to be philosophical about all creatures. Their attitude could be summed up as, some people are good, some bad, and everyone deserves a chance to earn your trust. Gains either Ninjutsu *or* Martial Arts *or* Assassin Combat Training, plus 3 Ancient Weapon Proficiencies of choice. Professional Skills: Select 3 Military or Espionage skills (no Education Bonus), plus Acrobatics, Climbing, and Prowl. Amateur Skills: Select 10 at a bonus of +5%. Equipment: The mutant has scavenged and hand-made 3D6×$100 in equipment.

91-00: Whether they appear human, used subterfuge, attended online, or what, the mutant went public and was educated at a major university! They like and trust humanity in general. Professional Skills: Select 12 at a +20% Education bonus. Amateur Skills: Select 6. Equipment: Though struggling financially, they collected 2D6×$500 of standard equipment.

STEP 4: MUTATE

Characters created from animals go through some kind of biological transformation. In the fantasy world of comic books that usually means a change into something intelligent and more human in shape. Of course, that kind of thing just doesn't happen in the real world. Real mutation almost always results in death or disfigurement. But, in fantasy, the effects are usually good... or at least interesting and dramatic!

BIOLOGICAL ENERGY POINTS (BIO-E)

In order to balance out the biological changes to animal characters, we've invented Bio-E points. Each kind of animal has a particular amount of bioenergy that reflects exactly how much it can change. Bio-E does *not* directly reflect the size or power of the animal. In fact, it's just the opposite. The more powerful the original animal, the fewer points of bio-energy it has.

The reasons for this are simple. Someone rolling up, for example, a tiger, would be at a great advantage compared to someone rolling up a mouse. However, to equalize things, the tiger has far fewer points of bio-energy than the mouse. After all, a tiger doesn't need much Bio-E, because it's already an incredibly powerful creature.

The exact number of Bio-E points is included in the animal's description in the Animal Section. Players "build" their character by using their Bio-E on any of the following:

- Size Levels
- Human Features
- Animal Abilities
- Psionic Powers

Note: Players may not need to spend all their potential Bio-E points to create the mutant they desire. However, any Bio-E points not used up in the creation of the character are permanently lost and *cannot* be used at a later date to buy any additional powers, abilities, or mutations.

SIZE LEVELS (STEPS)

Animals undergoing transmutation into intelligence will probably change size, too. The very smallest animals (like the TMNT) will have to grow or suffer severe mental penalties. By the same token, very large creatures have to sacrifice some of their natural size and strength to gain human features.

The size of the animal character is measured in size levels. Each animal's original size level is listed, and additional levels of growth cost 5 Bio-E each. Characters can also gain Bio-E points by giving up size levels. For each size level given up, the character gains 5 Bio-E points. The Bio-E points can be applied to other changes, powers, and abilities found in the animal descriptions. Bio-E points CAN NOT be sold, given, or traded to another character.

SIZE LEVEL EXAMPLE #1: INCREASING SIZE

Assume that you've rolled up a Size Level 1 creature, a mouse. Playing a creature that small has many disadvantages, especially the penalties of –8 in IQ, –12 in PS, and –4 in PE. Fortunately, you can change the character's Size Level.

By spending 25 points of Bio-E, the character can be raised to a Size Level 6. At level 6 the character now has no penalties whatsoever. Of course, you can continue to spend Bio-E points and make the mutant mouse even larger and even gain attribute bonuses. All it takes is 5 points of Bio-E per level of increase.

SIZE LEVEL EXAMPLE #2: DECREASING SIZE

Suppose that you've rolled up an Elephant character. If you check the *Animal section*, you'll see that Elephants have a Size Level of 20. You'll also notice that Elephants start out with no Bio-E points. Since it wouldn't be much fun to have an unchangeable character, the thing to do is trade in some of the Elephant's Size Levels for Bio-E points.

Let's reduce the Elephant's size by 6 levels. Every Size Level sacrificed means it "gains" 5 points of Bio-E. So now the Elephant character is Size Level 14, *and* you have 30 points of Bio-E to play with. If that's not enough Bio-E, then you can simply trade in *more* Size Levels for Bio-E points.

HUMAN FEATURES

Many animal characters will want to develop human-like characteristics. There are many advantages to the human form. **Hands,** for manipulating tools and weapons. **Speech,** for communicating with others. **An Upright Bipedal Stance,** for the simultaneous movement and use of objects, and finally, **Human Looks** are necessary if the character is to pass unnoticed in society.

For each human attribute, there are three levels, **None, Partial, and Full.** See the section below for complete descriptions. Average Bio-E costs are for reference purposes, actual Bio-E costs are listed with specific animal characteristics.

ANIMAL GROWTH TABLES

PHYSICAL SIZE TABLE

Size Level	Weight	Bio-E	IQ	PS	PE	Spd	SDC
1	0-1 lbs	0	–8	–12	–4	+7	5
2	to 5 lbs	5	–6	–6	–2	+5	10
3	to 10 lbs	10	–4	–3	–1	+3	15
4	to 20 lbs	15	–2	–2	0	0	20
5	to 40 lbs	20	—	–1	0	0	25
6	to 75 lbs	25	—	0	0	0	30
7	to 100 lbs	30	—	+1	0	0	30
8	to 150 lbs	35	—	+2	0	0	35
9	to 175 lbs	40	—	+3	+1	0	35
10	to 200 lbs	45	—	+4	+2	0	35
11	to 250 lbs	50	—	+5	+3	–1	40
12	to 300 lbs	55	—	+6	+4	–2	40
13	to 350 lbs	60	—	+7	+5	–3	45
14	to 400 lbs	65	—	+8	+6	–4	50
15	to 500 lbs	70	—	+9	+7	–5	55
16	to 600 lbs	75	—	+10	+8	–6	60
17	to 800 lbs	80	—	+11	+9	–7	65
18	to 1k lbs	85	—	+12	+10	–8	70
19	to 1.5k lbs	90	—	+13	+11	–9	75
20	to 2.5k lbs	95	—	+14	+12	–10	80

EXAMPLE 1

Figure the height and weight for a character of *Size Level 3* and *Long*. For **weight** roll 1D6 and add the number to 4. **Height** (long) is done by rolling 3D6 and adding that to 12. If we roll a 3 on 1D6 for weight, that means the character will weigh 7 pounds (3+4). Rolling an 11 for "Height—Long" on 3D6 means that the character will be 23 inches or 1 foot, 11 inches tall.

EXAMPLE 2

Let's look at a character that's *Size Level 18* and **medium build. Roll percentile dice *twice*,** i.e., 43 the first time and 92 the second. Add those numbers to 800 (800 +43 +92) and that gives us a weight of 935 pounds. For height, we roll 2D6 and add that to 96. Let's say a 7 is rolled, it is then added to 96 which means the character is 103 inches tall, that's 8ft 7in.

EXAMPLE 3

Size Level 20 is just a little trickier. If we have a character that's Size Level 20 then for weight we roll percentile dice, multiply that by 100, and add it to 1,500.

HEIGHT & WEIGHT TABLE

Size	Weight	Height—Short	Height—Medium	Height—Long
1	3D6 ounces	1D6 inches	2D6 inches	3D6 inches
2	1D6 lbs	3D6 inches	12 +2D6 inches	12 +2D6 inches
3	4 +1D6 lbs	12 +1D6 inches	12 +3D6 inches	12 +3D6 inches
4	10 +2D6 lbs	12 +3D6 inches	24 +2D6 inches	24 +3D6 inches
5	20 +4D6 lbs	24 +1D6 inches	36 +1D6 inches	36 +3D6 inches
6	40 +6D6 lbs	24 +2D6 inches	36 +2D6 inches	48 +3D6 inches
7	75 +3D10 lbs	24 +3D6 inches	48 +1D6 inches	60 +2D6 inches
8	100 +6D10 lbs	36 +1D6 inches	48 +2D6 inches	60 +3D6 inches
9	150 +3D10 lbs	36 +2D6 inches	60 +2D6 inches	72 +2D6 inches
10	175 +3D10 lbs	36 +3D6 inches	60 +3D6 inches	72 +3D6 inches
11	200 +6D10 lbs	48 +1D6 inches	72 +1D6 inches	84 +2D6 inches
12	250 +6D10 lbs	48 +2D6 inches	72 +2D6 inches	84 +3D6 inches
13	300 +6D10 lbs	48 +3D6 inches	72 +3D6 inches	96 +2D6 inches
14	350 +6D10 lbs	60 +1D6 inches	84 +1D6 inches	96 +3D6 inches
15	400 +1D% lbs	60 +2D6 inches	84 +2D6 inches	108 +2D6 inches
16	500 +1D% lbs	60 +3D6 inches	84 +3D6 inches	108 +3D6 inches
17	600 +2D% lbs	72 +1D6 inches	96 +1D6 inches	120 +2D6 inches
18	800 +2D% lbs	72 +2D6 inches	96 +2D6 inches	120 +3D6 inches
19	1,000 +5D% lbs	72 +3D6 inches	96 +3D6 inches	132 +2D6 inches
20	1,500 + (1D% × 100)	72 +4D6 inches	108 +1D6 inches	132 +3D6 inches

HANDS

None: The character has natural paws and cannot pick up or grab objects, making many skills impossible.
Average Bio-E Cost: 0

Partial: The paws develops fingers and (non-opposable) thumbs. Manual dexterity is rough, but capable of grasping objects. All physical skills are at –20% proficiency. Hand-held weapons are used at –4 to Strike and –6 to Parry.
Average Bio-E Cost: 5

Full: Hands are equal to a human's with a fully opposable thumbs. No penalties for tools, weapons, or skills.
Average Bio-E Cost: 10

SPEECH

Note: All mutated animals understand human speech.

None: No vocal cords capable of speech. (The character *must* purchase the Telepathic Transmission ability listed in Psionics.)
Average Bio-E Cost: 0

Partial: Vocal cords are roughly equivalent to a parrot or a poor speech synthesizer. While everything said can be understood by friends, strangers may have difficulty. The voice will be growly, grated, and animal-like.
Average Bio-E Cost: 5

Full: Sophisticated vocal cords equal to those of most humans. The character can learn singing, imitating voices, and ventriloquism.
Average Bio-E Cost:10

UPRIGHT BIPEDAL STANCE

None: Cannot stand upright.
Average Bio-E Cost: 0

Partial: Like a bear, the character can stand and fight in an upright position, but Speed is only a third of normal and running, leaping, jumping, kicking, and quick turns are *not* possible. The character will still drop to all fours for running.
Average Bio-E Cost: 5

Full: This is a fully human bipedal stance. The character has the same unlimited movement as a normal, athletic human.
Average Bio-E Cost: 10

HUMAN LOOKS

Note: Animal characters who are very small (under Size Level 5) or very large (over Size Level 12) will be noticeably tiny or large, regardless of how human-like they might look. But, at least, a very large or small animal with human looks will only be considered unusual, not a monster.

None: The character still looks pretty much like an animal. In other words, a wolf character with hands and bipedal stance still has a wolf-shaped head, black nose, snout, fur, and pointed ears at the top of the head. Nobody will mistake this creature for a human, it looks like a beast or a monster, *not* a human. Normal people will also assume that the character is unintelligent and possibly vicious or evil. (The Teenage Mutant Ninja Turtles and Splinter have *no human looks*!)
Average Bio-E Cost: 0

Partial: The creature looks vaguely human and can pass for normal in bad light. Extreme features like heavy fur, long snouts, and pointed ears are all reduced. At night, they can pass for a human if disguised in clothes that cover up the animalistic features. Anyone getting a good look will take the character for an intelligent half-man, half-animal.
Average Bio-E Cost: 5

Full: The creature is transformed into something that can easily pass for a human, not a *normal* human, but a human. Hair appears in normal human amounts. The body takes on a completely human structure, and features like eyes and teeth look more or less normal. Animal characters will never look completely human, but with this option, they won't be immediately suspect. For example, a badger character would still have a badger-like face, badger-like streaks in the hair, and a stocky build. People will tend to say, "that ugly guy looks like a badger," not "that badger looks like a human".
Average Bio-E Cost: 10

ANIMAL ABILITIES

Every animal character has some kind of special natural defense or ability that can be useful. Consult the section on the particular animal for details. Animals *cannot* buy the abilities of a different kind of animal.

Certain human abilities including intelligence, color vision, binocular (stereo) vision, speech comprehension, plus human equivalent touch, taste, hearing, and smell are automatically given to all mutant animal characters; because of this the natural animal's innate abilities must be bought with Bio-E points.

PSIONIC POWERS

Note: Mutant animal characters must have a minimum ME of 12 to purchase *any* psionic powers.

Mutant animal characters are different from psionic characters in other Palladium Books® role-playing games in that they don't have to spend Inner Strength Points to use their powers. Each power can be used as often as the character likes (although no more than the number of actions per round).

No mutant animal psychic can use more than one psionic power at a time.

Average Cost: Varies, see the *Psionic Powers section.*

SPECIAL OPTION – TEAM CHARACTERS

Mutant animal characters can be created as a team! There is no limit to the number of players who join the group of Team Characters. The main disadvantage is that the players lose the flexibility and diversity that comes from a mixed group of mutant animal heroes with a wide range of abilities.

On the other hand, there are important bonuses that mutant animal characters receive when creating their characters as part of a team. Firstly, all the Team Characters in a group receive a special group bonus on attributes. Secondly, they each receive a skill level bonus for each player who participates in the team.

REQUIREMENTS

In order to use the Team Character rules, the players must declare their intention to be a group *before* they roll up their mutant animal heroes. All the Team Character players decide they will create their characters at the same time and that they will all have exactly the same mutations and abilities, Team Characters:

must be based on the exact same Animal (e.g. Pond Turtle)

must have the same background Origin (only roll once)

must spend Bio-E to Mutate exactly the same Size Levels, Human Features, and Animal Abilities. Psionic Powers can vary.

ATTRIBUTE BONUS

Of course, some variations do occur. Even identical twins usually have different interests and personalities. So each member of the group rolls their attributes (IQ, PS, etc.) individually, but there is an attribute bonus. Every time one of the players gets to roll an extra six-sided die for an exceptional attribute (16 or greater) then *all* the members of the team get that same bonus. This can be a very powerful bonus for large groups.

For example, Gorba Chirp of the Sparrow-Eagles rolled a 17 for his PE He then raised his PE to 22 by rolling a 5 on an additional six-sided die. All the other Sparrow-Eagles would also get to add a 5 to their PE If another Sparrow Eagle also got to roll an additional die for PE then all of them could choose whatever roll was highest for their bonus.

SKILL BONUS

Team Characters receive a collective group bonus in the form of additional skill levels. This is a one-time bonus only. The TMNT are a perfect example - the four of them not only possess the same mutant traits (they are all Pond Turtles with same Size Level, Human Features, Animal Abilities, etc.) but are also the result of physical training. This makes perfect sense when you consider how they helped each other grow up and learn. It is, after all, much easier to learn martial arts (or any other skill) when you have partners to practice and experiment with.

Therefore, there's a skill bonus for each additional member of a team. This is ***not*** an additional Experience Level, and it applies only to skills and training that ***all*** of the team characters take.

For example, Computer Programming starts at 45%. However, since the Sparrow-Eagles are a team of three (Gorba Chirp plus two others), Gorba Chirp adds a +10% bonus for a total of 55% proficiency. Since all the Sparrow-Eagles are also trained in Martial Arts combat, each has attained level 3 proficiency.

THE ANIMAL SECTION

PSIONIC POWERS
AND DESCRIPTIONS

Any mutant with a Mental Endurance (ME) of 12 or higher can acquire psionic powers using Bio-E during character creation.

USING PSIONIC POWERS

Mutants differ from psychic characters in other Palladium Books® games in that they don't spend Inner Strength Points to use their powers. Each power can be used as often as the character likes as an action. However, *mutant psychics can't use more than one power at a time.* For example, a mutant animal using Animal Control for the full five minutes can *not* use Telepathic Transmission at the same time.

SAVING THROWS AGAINST PSIONIC POWERS

Psionic attacks can sometimes be resisted through force of will. Targets roll a D20 to save against psionic powers. *Non-Psychics* must roll 15 or higher to save. *Psychics* must roll 10 or higher to save; a psychic is any character with one or more psionic abilities. Unintelligent natural animals must roll 15 or higher to save against psionics. Characters with a Mental Endurance (ME) of 16 or greater receive a bonus on all saves vs. psionics - see the *Attribute Bonus Table* for exact numbers.

ANIMAL CONTROL

Bio-E Cost: 10
Range: 20 yards/meters
Duration: 5 minutes
Saving Throw: Standard

This allows a character to command creatures of his own kind. That means a lion animal character could control other lions, *not* other great cats like tigers or other felines. The controlled animal will attempt to follow any orders, but two-way communication with the controlled animals isn't possible without Animal Speech. If the controlled animal is wounded it is allowed an additional Saving Throw to resist this power. The psychic can renew Animal Control every 5 minutes, but the animal can roll to save every time.

ANIMAL SPEECH

Bio-E Cost: 5
Range: 30 yards/meters
Duration: 10 minutes
Saving Throw: None

This allows for complete two-way communication with animals of the same kind as the character. For example, a mutant rat character could only use Animal Speech with other rodents, *not* with squirrels or other mammals. Similarly, dogs can talk with all other kinds of dogs, but not foxes or wolves, etc.

The animals recognize the mutant character as one of their own and assume that any human looks are just ugly deformities.

BIO-MANIPULATION

Bio-E Cost: 20 each
Range: 50 yards/meters
Duration: 4-16 minutes
Saving Throw: Standard

Each of the seven kinds of bio-manipulation must be purchased separately. Each affects only one person per attack and the victim must be within line of vision or each *exact* location must be known to the psionic. A creature using bio-manipulation can do no other psionics while the effect lasts because of the concentration required. If the psychic is knocked unconscious or uses psionics in any other way, the bio-manipulation immediately stops affecting the victim.

Blind: Knocks out the victim's optic nerves. Victims are –9 to strike, parry, and dodge.

Deafness: Victims cannot hear anything and are –6 to parry or dodge attacks from behind. In addition, the shock on their inner ear makes them –3 to strike, parry, or dodge and they automatically lose initiative on all attacks.

Mute: Impairs the victim's vocal cords making speech impossible. Victims experience shock and panic and are –2 to strike, parry, and dodge for the first round of the attack.

Pain: The nerve centers are hit directly. Victims are –6 to strike, parry, and dodge. One hit point (not SDC) damage per minute of attack.

Paralysis: Immobilizes the motor part of the brain causing arms and legs to stop working. Victims can still see, hear, speak, and think. Victims cannot strike, parry, or dodge.

Stun: Victims lose one action per round, speed is halved, and they have a –4 to strike, parry, and dodge.

Tissue Manipulation: The victim feels itchy, cold, and hot. More frightening than physically damaging. –1 to strike, parry, and dodge.

DETECT PSIONICS

Bio-E Cost: 10
Range: 80 yards/meters
Duration: 2 minutes
Saving Throw: None

This mental probe will detect psionics in others. There is a 75% chance that the psionic can be detected by other psionics in the area. This will not penetrate or detect a Mind Block and the Mind Blocked character will not appear to be psionic.

HYPNOTIC SUGGESTION

Bio-E Cost: 15
Range: 4 yards/meters
Duration: Varies
Saving Throw: Standard

The psionic may induce his will upon another through the power of suggestion. This is a mental attack that requires eye contact and either verbal or telepathic reinforcement; the psionic *must* either speak a language that the victim understands *or* use Telepathic Transmission to communicate with the target. The suggestion must be a reasonable one; victims will not do things that are completely out of character. **For example,** the hypnotic suggestion "kill yourself" would work only if the victim were

already suicidal. On the other hand, a suggestion that "you don't see anything unusual" would be very useful for a strange-looking animal character. This works only on intelligent creatures, *not* on ordinary animals. A victim who saves against Hypnotic Suggestion will be totally unaware of the attacks.

MIND BLOCK

Bio-E Cost: 15
Range: Self
Duration: 10 minutes
Saving Throw: None

This mental wall prevents the penetration of Telepathy, Empathy, Empathic Transfer, Detect Psionics, and all other psionic attacks. The psionic will not even be aware that a psionic attack is taking place. Note that this also prevents the character from "hearing" Telepathic Transmission.

MIND TRAP

Bio-E Cost: 25
Range: 2 yards/meters
Duration: 2D6 minutes (special)
Saving Throw: Standard

A psionic who successfully traps another mind can inflict whatever experience they like onto that mind. For example, the psionic can make the victim believe that they are trapped in a small cell. On the other hand, the victim could experience an episode out of the psychic's own life or imagination. One strange effect of the mind trap power is that the victim experiences one hour of subjective time for every minute in the trap.

Victims of Mind Traps can make another psionic saving throw after they've been Mind Trapped during particularly stressful moments, at the Game Master's discretion. If successful, they realize that the experience is an imaginary one. It won't help them get out of it, but at least they know it's not real. The psionic could also run the victim through a memory of the past.

Keeping the victim in the mind trap is simple if they are put into a simple environment (cage, desert, ocean). The attacker loses one action per round when maintaining a simple environment. If the psionic wants to inflict a complex fantasy, then they lose all other actions.

Example: Let's assume that Nightmare Bear of the Terror Bears is trying to Mind Trap Brown Wing of the Sparrow-Eagles. Brown Wing attempts to save, as a non-psionic with an ME of only 13, he must roll 15 or higher. He rolls 13 on a twenty-sided die, a miss. The Game Master rolls an 8 for Nightmare Bear on 2D6 to see how long the fantasy will last. The fantasy lasts for 8 minutes, and Brown Wing is put into a complex fantasy where he is trapped in a cage with two huge lions. Brown Wing tries to not believe in the fantasy, he rolls and fails again.

Meanwhile, Nightmare Bear is attacked by another Sparrow Eagle. He cannot defend himself while keeping Brown Wing in a complex fantasy. So, Nightmare Bear makes the fantasy simple by getting rid of the lions. Brown Wing is still be trapped in the fantasy. Nightmare Bear will now be able to fight while maintaining the Mind Trap, but with one less action per round.

This situation will continue until the fantasy runs out, Nightmare Bear is knocked out, or decides to cancel his use of the psychic power. To Brown Wing, the fantasy seems to last 8 full hours.

SEE AURA

Bio-E Cost: 15
Range: 40 yards/meters
Duration: 1 minute
Saving Throw: None

All things, organic and inorganic, have an aura. The aura has many distinctions and indicates things to the psychic normally invisible to the ordinary eye, indicating the following:

- Experience Level: Low (1 -3), medium (4-7), high (8+).
- Creature Type: Animal, human, mutant, alien, etc.
- The presence of magic (but not the type or power level).
- The presence of psychic abilities (not the type or power level).
- The presence of a Possessing Entity.
- The presence of an aberration; indicates a serious illness, insanity, or that the individual is not-human (mutant, alien, supernatural, etc. but does not specify which).

Note: A psychic can not tell one's alignment with this power. Psychics have 15% chance per level to recognize auras seen before.

SIXTH SENSE

Bio-E Cost: 10
Range: 30 yards/meters (self)
Duration: 1 minute
Saving Throw: None

This is a psionic intuition that can protect the character once activated. There will be a premonition of danger when something is immediately threatening to them. This includes hidden ambushes, traps, or dangerous situations. Sixth sense does not indicate *what* or *where* the danger is coming from. Likewise, it does not work to protect anyone traveling with the character (Hey Bob, I'd feel better about walking on the right... Gee, you walked right into that trap!).

Note: The character *must* specify that the power is being used in a specific scene; it does *not* work automatically.

TELEPATHIC TRANSMISSION (MENTAL SPEECH)

Bio-E Cost: 5
Range: 50 yards/meters
Duration: Unlimited
Saving Throw: None

This allows sharing words mind-to-mind; animals without vocal cords will find this a highly useful substitute for speech. One problem with Telepathic Transmission is that it doesn't work with telephones or other communication devices. There is no Saving Throw because it is not an attack. At worst all the psychic can do is "shout" unpleasantly; the receiver can choose to ignore them.

The psychic can focus the Telepathic Transmission so that only a specific person will receive it or the Transmission can "speak" to several people at the same time so long as everyone is within Range. Non-psychics will assume that the Telepathic Transmission is normal speech. **Note:** This power can't be used to *read* anything. It's only good for speaking.

ANIMAL ABILITIES

Which abilities a mutant may select are listed with the animal description, which follows.

BREATHING

Hold Breath allows the mutant to comfortably not breathe for 2D6+6 minutes; roll this just once during character creation.

Gills is an ability that allows the mutant to comfortably breathe normal air as well as in water indefinitely.

Note: Just because a character has Gills or can Hold Breath does not mean they can swim, the Swimming skill is still needed.

CLAWS & TALONS

Claws are a common natural weapon. Claws can be on the hands and feet. Unless claws are retractable, they will be readily noticeable whether or not the character has full human looks.

Retractable Claws are pulled back and concealed in the fingers of the character. Fingers will be thicker than normal and the fingertip will end in an unusual, pointed nail.

Climbing Claws can help a character gain traction on surfaces, granting +20% to all Climbing skill checks, and are marked (climbing). **Note:** Learning the Climbing skill is still required.

Talons are claws on the feet of birds of prey or similar animals.

DIGGING, TUNNELING, & EXCAVATION

Certain animals spend a large part of their time digging and even living underground. Rocks, cement, tree roots and other obstructions will slow or block digging characters; obstructions can be moved or attacked and destroyed in order to clear a path.

Digging is the ability to move through dirt, mud, or sand. Only the character's body moves through the earth, no passable tunnel is left behind. Physical Strength determines Digging speed:

- PS 10 or less moves 3 feet per round.
- PS 15 or higher moves 4 feet per round
- PS 20 or higher moves 5 feet per round
- PS 25 or higher moves 6 feet per round.

Tunneling is an improved Digging process that leaves a passable tunnel, but at half the speed of normal Digging (the character can do both). Tunnels near the surface can be used as pit traps.

Excavating is an advanced Tunneling process that hollows out large underground chambers. Characters can Excavate 5 cubic feet per minute (regardless of their Digging speed), and can even excavate under buildings, roads, and other structures to weaken their foundations.

Note: Basic tunnels and excavations are *not* permanent; gunfire, earthquakes, and traffic vibrations easily collapse them. Characters can put in triple the time to carefully pack the walls and ceilings to make the excavation more secure, or quadruple the time to also use building materials to reinforce the structure to make it semi-permanent (or even permanent under the right subterranean conditions).

EXTRA LIMBS

Winged animals, like bats and birds, can use their Bio-E points to grow hands at the ends of the wings. However, these characters are likely to want entirely new or extra human arms and hands. The extra limbs appear where normal human arms are placed, with the displaced wings moved to the shoulder blades.

FLIGHT & GLIDE

Glide is when winged characters "ride" the air currents, with a maximum speed of 120mph under good winds. Take-off requires a strong wind or jumping from a height.

Flight is when characters have powerful fully formed wings with a maximum speed of 160mph.

For every 40mph of current Glide or Flight speed, a mutant animal deals +1 Melee Damage and gains +1 to Dodge.

HEIGHTENED SENSES

All animal characters have the full range of normal human senses (color stereo vision, keen hearing, smell, touch, and taste). A few mutant animals have the following improved options:

Advanced Hearing gives the character the ability to hear very faint sounds (light footsteps, small animals breathing). The character can also overhear a conversation at a much greater distance than is normally possible. Adds +20% to hearing-based Perception skill checks.

Advanced Smell allows the character to detect very faint scent traces. Characters can also recognize the distinct smells of individuals and can detect when people experience extremes of emotion. This is occasionally used as a lie detector but is rather unreliable. Adds +20% to smell-based Perception skill checks.

Advanced Taste allows the character to identify the chemical makeup of objects with their tongue. The presence of unnatural drugs or chemicals in food is immediately apparent. With practice, they can accurately identify the components and source of any food or drink. Adds +20% to taste-based Perception skill checks, and +10% to the Cooking skill.

Advanced Touch allows the character to recognize very slight differences in texture and pressure. Adds +20% to touch-based Perception skill checks, and +10% to perform delicate skill checks like Pick Locks, Palming, Demolitions Disposal, and other "sleight of hand" depending on the circumstances (GM's call).

Advanced Vision gives the character double the usual distance and detail of normal human vision, giving sharp crystal clear vison up to 2 miles; +20% to vision-based Perception skill checks.

Nightvision is the ability to see at night, usually up to 20 yards/meters. There must be starlight or some other light source available to the character. If the character is in a completely blacked-out area, a cave for example, nothing is visible.

Ultraviolet Vision is an extension of normal vision beyond purple and violet into the (normally invisible) ultraviolet.

Electrosense is a spatial sense created by detecting the electrical signals produced by all living creatures, which enables the mutant to "see" the locations, shapes, and sizes of beings around them. This ability allows the mutant to perceive others regardless of illumination or fog, even in complete darkness.

Sonar is a spatial sense created by bouncing high-pitched sound waves off of surroundings, which enables the mutant to "see" the locations, shapes, and sizes of objects around them. This ability allows the mutant to perceive their surroundings regardless of illumination or fog, even in complete darkness.

HORNS & ANTLERS

These prominent features are noticeable even if the mutant has Full Human Looks. They are natural weapons used in ramming or ripping with the head; damage depends on the animal.

NATURAL ARMOR

Animals with natural armor like alligators, armadillos, rhinoceros, and turtles, can transfer that power to their human form. This gives an Armor Rating (AR) and extra SDC. Light, medium, heavy, and tough Natural Armor are each separate powers; a character can have only *one* type of Natural Armor.

TEETH, BEAKS, & TUSKS

Characters with Teeth, Beaks, or Tusks will have prominent facial features noticeable even if the character has Full Human Looks. Damage depends on the particular animal.

Teeth and strong jaws are natural weapons used for biting.

Beaks are pointed hard mouth protrusions used for piercing.

Tusks are teeth that stick out of the mouth and used for ripping.

NOTES ON HEIGHT AND WEIGHT

Overweight Characters: If a character rolls a weight greater than their Size Level (see the *Physical Size table*) the character does *not* grow to the next Size Level. It simply means that the character is overweight, or in other words, fat.

Non-Bipedal Characters: If a character cannot stand upright (Non-Bipedal) then the Height becomes the Length of the character's body; Length does not include the tail. Long tails are 50% of the Length, and short tails are 10% of the Length.

NOTES ON ANIMAL DESCRIPTIONS

Original Animal Characteristics is a section devoted to describing the unmutated form of the animal. The Description gives a short background. Length and Weight are average figures for normal animals. Build is used to determine the character's height. The listed Size Level is the starting one for the character.

Mutant Changes & Costs starts by listing the Total Bio-E; the number of points the player can spend developing the character. Note that these points can NOT be saved or banked, they must all be used when the character is first rolled up.

Attribute Bonuses should be added to the character's attributes immediately. These are one-time bonuses.

Players can spend Bio-E points on Hands, Biped, Psionics, Size Levels, Speech, Looks, Natural Weapons, or Abilities.

Players can *not* save, trade or give away Bio-E points. Any Bio-E points left when the character starts playing are lost. In other words, spend all your Bio-E when you first design the character.

Animal Abilities are general capabilities or attributes the character had as an animal, but which are *lost* when mutated. However, they can be reacquired by spending Bio-E points.

ANIMAL DESCRIPTIONS

AARDVARK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Aardvarks are a type of anteater totally adapted to feeding on ants and termites. They are equipped with claws for digging into ant and termite lairs. Aardvarks eat insects with their long sticky tongues. They are found in southern Africa and zoos.

Size Level: 5

Length: 4 feet

Weight: 40 pounds

Build: Medium

MUTANT CHANGES AND COSTS

Total Bio-E: 60

Attribute Bonuses: PS +2, PP +1 , PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, three claw-like fingers and a thumb.
10 Bio-E for Full, three fingers and a thumb.

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, mule-like ears stick straight out from the head, the round snout is very long, thick skin with sparse, coarse hair, and a long naked tail.

5 Bio-E for **Partial,** Ears are large and stick above the head, there is a noticeable snout, hair is patchy and coarse, and there is still a short naked tail.

10 Bio-E for **Full,** Ears are simply larger than normal and stick out somewhat, jaw and lips protrude, small teeth, hairless and tailless.

NATURAL WEAPONS

- 5 Bio-E for Claws that do 1D6 damage.

ANIMAL ABILITIES

- 5 Bio-E for Advanced Smell
- 5 Bio-E for Digging
  10 Bio-E for Tunneling

ALLIGATOR & CROCODILE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Alligators are the largest reptiles in North America. They are dangerous swamp-dwelling carnivores. Their horny scales provide extra protection. Long jaws filled with conical teeth are designed for grasping and tearing apart prey. Crocodiles are basically the same.

Size Level: 9

Length: up to 20 feet, but 6 feet is common

Weight: up to 175 pounds

Build: Long

MUTANT CHANGES AND COSTS

Total Bio-E: 40

Attribute Bonuses: PS +3, PE +1, Spd +1

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, Large snout, no external ears, large scales and an elongated body.

5 Bio-E for **Partial,** definite snout, no external ears, noticeable scales, and a long body.

10 Bio-E for **Full,** lumpy features, hairless, small ears and pointed teeth.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Teeth.
  10 Bio-E for 1D12 damage Teeth.

ANIMAL ABILITIES

- 10 Bio-E for **Quick Run**, once per minute (four combat rounds) the mutant can lightning dash up to double the distance normally allowed by their Speed as a move action, and gain +2 to Initiative and Dodge for the rest of the round.
- 5 Bio-E Hold Breath
- 5 Bio-E for Nightvision
- 10 Bio-E for light Natural Armor; AR: 8, SDC: +20
  20 Bio-E for medium Natural Armor; AR: 10, SDC: +40
  30 Bio-E for heavy Natural Armor, AR: 12, SDC: +60
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.

AMPHIBIANS – FROG & TOAD

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are hundreds of different kinds of frogs in North America alone. Some are purely aquatic but others have adapted to living on the ground or in trees, and are often called toads. Most are insect eaters who rely on their sticky tongues. Many can secrete toxins from their skin (such as the poison dart frog), or special glands in their head.

Size Level: 2

Length: up to 12 inches long

Weight: up to 3 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 80

Attribute Bonuses: PP +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, huge, bulbous eyes at the top of the head, short, thick neck, naked, greenish, smooth skin, round body with long thin arms and legs, three long fingers on each limb.

5 Bio-E for **Partial,** bulging eyes at the top of the head, wide mouth, smooth skin, round body with long thin arms and legs.

10 Bio-E for **Full,** bulging eyes, bald, smooth skin, flat nose and ears, short neck, powerful body with skinny arms and legs, three-fingered hands, and three-toed feet.

NATURAL WEAPONS

None

ANIMAL ABILITIES

- 5 Bio-E for Nightvision
- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally, and can survive depths of up to 400 feet without any special diving gear or adverse effects.
- 5 Bio-E for Hold Breath
- 15 Bio-E for the **Poison Touch** ability; the mutant has glands or skin that secretes toxins. Opponents who touch the mutant in skin-to-skin contact, including unarmed melee Strikes or Parries (whether successful or not), must Save versus Poison (10 or higher, plus PE bonus). With a failure, the opponent takes 1D6 damage direct to Hit Points and is Paralyzed for 1D6 rounds. With a success the opponent is only -1 to Strike, Parry, and Dodge for 1D6 rounds. These effects are cumulative, so each repeated contact with the Poison Touch mutant requires a new Save versus Poison and will result in either more Hit Point damage and extend the duration of the Paralysis (e.g. 2D6 rounds total after a second failure) or increase the combat penalties and duration (e.g. -3 to Strike, Parry, and Dodge for a total of 3D6 rounds after the third successful save, etc.).

AMPHIBIANS – SALAMANDER, NEWT, & AXOLOTL

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are many different kinds of salamanders, short-limbed amphibians with slender bodies, smooth skin, and long tails famous for their ability to regenerate. Many are primarily terrestrial, spending the bulk of their life on land near water or in moist temperate areas. Newts are semi-aquatic, spending their lifetime on land and in the water. Axolotl and Mudpuppies are salamanders evolved to spend most of their life in the water.

Size Level: 2

Length: up to 29 inches long

Weight: up to 5.5 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 70

Attribute Bonuses: PP +1, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, round eyes on the side of a stocky head with a wide snout, long neck, moist smooth skin, long rounded body with short legs, four to five fingers on each limb.

5 Bio-E for **Partial,** round eyes at the top of a stocky head, wide snout, smooth skin, long body with short arms and legs.

10 Bio-E for **Full,** smooth skin, flat nose and small ears, long torso, short limbs, four-fingered hands, five-toed feet.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth

ANIMAL ABILITIES

- Automatically has **Regeneration** (0 Bio-E cost); the mutant completely regrows limbs and organs, including damage to the heart and brain, without scarring. They gain a bonus of +20% to save vs Coma or Death, and recover 1 Hit Point plus 3 SDC per hour. *Side-Effects from Physical Damage* and *Side-Effects from Severe Damage/Near Death* (see the Recovery From Damage section) are never permanent and instead quickly healed with impairment lasting only 6D6 hours.
- 5 Bio-E for Nightvision
- 5 Bio-E for Ultraviolet Vision
- 10 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally, and can survive depths of up to 400 feet without any special diving gear or adverse effects.
- 5 Bio-E for Gills

APES

ORIGINAL ANIMAL CHARACTERISTICS

Description: The great apes are the closest relatives to man in existence. Various kinds include chimpanzees (closest to man), Gorillas, and Orangutans. In all cases, they already have partial hands, upright stance, and human looks.

Size Level:

Chimpanzee — 8
Gorilla — 11
Orangutan — 9

Length:

Chimpanzee — 5 feet tall
Gorilla — 6 feet tall
Orangutan — 4.5 feet tall

Weight:

Chimpanzee — 175 pounds
Gorilla — 200-800 pounds (roll 2D4×100)
Orangutan — 150 pounds

Build: Medium

MUTANT CHANGES AND COSTS

Total Bio-E:

Chimpanzee — 25
Gorilla — 10
Orangutan — 20

Attribute Bonuses

Chimpanzee: IQ +6, PS +2, PP +2
Gorilla: PS +6, PE +4
Orangutan: IQ +2, ME +2, MA +2, PS +2, PE +2

HUMAN FEATURES

Hands: Automatically Partial (five fingers), 5 Bio-E Full

Biped: Automatically Partial, 5 Bio-E Full

Speech: 5 Bio-E for Partial, 10 Bio-E Full

Looks: Automatically **Partial,** face leathery, legs are short, arms are large and long, and the character has a lot of body hair.

5 Bio-E for **Full,** slightly shaggier than a normal human.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for Advanced Touch
- 5 Bio-E for Prehensile Feet

ARMADILLO

ORIGINAL ANIMAL CHARACTERISTICS

Description: Armadillos are naturally armored mammals with a variety of species that range in size and the quality of armor. The kind described here is the nine-banded armadillo commonly found in the Southern United States.

Size Level: 5

Length: 2 feet, plus a foot of tail

Weight: 20 to 30 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 60

Attribute Bonuses: PS +2, PE +3

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large scales, tiny eyes, donkey-like ears, sharp snout and long tail.

5 Bio-E for **Partial,** small scales, small eyes, snout-like face, large ears sticking up, and a small tail.

10 Bio-E for **Full,** bald, scaly, large ears, and sharp features.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws (climbing)

ANIMAL ABILITIES

- 5 Bio-E for light Natural Armor; AR: 10 and SDC: +20
  10 Bio-E for medium Natural Armor; AR: 12 and SDC: +40
  20 Bio-E for heavy Natural Armor; AR: 14 and SDC: +60
- 5 Bio-E for Digging
  10 Bio-E for Tunneling

BADGER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Badgers are squat, carnivorous animals who spend most of their time digging into the underground nests of their prey.

Size Level: 4

Length: 25-28 inches

Weight: 12-16 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 65

Attribute Bonuses: PS +3, PP +1, PE +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, heavy fur, prominent white stripe starting at nose and running straight back, snouted face, heavy body and limbs, short furry tail.

5 Bio-E for **Partial,** white and black face markings, heavy fur, and large squat body.

10 Bio-E for **Full,** white streaks in hair and heavy white sideburns, heavy, powerful build, strong features.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Claws
- 5 Bio-E for 1D8 Teeth

ANIMAL ABILITIES

- 5 Bio-E for **Poison Resistance**, the mutant gains +10 to save versus venoms and poisons (in addition to PE bonus).
- 5 Bio-E for Thick Skin, +20 SDC
- 5 Bio-E for Digging
  10 Bio-E for Tunneling
- 5 Bio-E for Nightvision

BAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Bats are flying mammals. Their sonar sense is particularly useful because they are primarily nocturnal and spend daylight hours in completely dark caves. Most bats eat insects and fruits.

Size Level: 1

Length: 1-2 foot wingspan

Weight: up to 36 ounces

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 70

Attribute Bonuses: IQ +1, ME +1, PP +2

HUMAN FEATURES

Hands: 5 Bio-E for **Partial** hands at the end of the wings, 10 Bio-E for **Full** hands at the end of the wings, 20 Bio-E for an **Extra Set** of fully developed arms and hands.

Biped: Automatically **Full**

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, snub-nosed triangular head, big eyes, big concave ears, short fur, thin limbs.

5 Bio-E for **Partial**, snub-nosed, big ears, furry, thin limbs.
10 Bio-E for **Full,** sharp features with a wiry build.

NATURAL WEAPONS:

- 5 Bio-E for 1D6 Claws (climbing)
- 5 Bio-E for 1D8 Teeth

ANIMAL ABILITIES

- 10 Bio-E for Glide
  20 Bio-E for Flight
- 5 Bio-E for Sonar

BEARS

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are several different kinds of bears. The smallest are the black bears, found all over North America. Grizzly bears are next; even bigger are the brown bears of Alaska (also called Kodiak bears). Finally, the largest are the polar bears.

Size Level:

Black — 14
Grizzly — 16
Brown — 17
Polar — 18

Length:

Black — 4-6 feet tall
Grizzly — 6-7 feet tall
Brown — 7½-8½ feet tall
Polar — 8-9 feet tall

Weight:

Black — 300-400 pounds
Grizzly — 400-600 pounds
Brown — 700-900 pounds
Polar — 800-1,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E:

Black — 15
Grizzly — 10
Brown — 5
Polar — 0

Attribute Bonuses: PS +8, PP +1, PE +4, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: Automatically Partial, 5 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large, round, snouted head, small eyes, furry ears on top of head, thick fur, short legs and large arms, a small furry tail.

5 Bio-E for **Partial,** definite snout, large head, heavy fur, massive build.

10 Bio-E for **Full,** dark circles around eyes, thick head, heavy body hair, powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)
  10 Bio-E for 1D10 damage Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth
  10 Bio-E for 1D12 damage Teeth

ANIMAL ABILITIES

- 10 Bio-E for Hold Breath (only 5 Bio-E for Polar bear)
- 5 Bio-E for Thick Skin, +20 SDC
- 5 Bio-E for Advanced Sight
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

BEAVER

ORIGINAL ANIMAL CHARACTERISTICS

Description: Dam-building rodents with wide, flat tails. They are natural engineers and are very family oriented.

Size Level: 6

Length: up to 48 inches

Weight: 40-60 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 50

Attribute Bonuses: IQ +2, ME +2, MA +2, PS +2

HUMAN FEATURES

Hands: Automatically Partial (5 fingered), 5 Bio-E for Full

Biped: Automatically Partial, 5 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, animal snout, thick, bulky body, webbed fingers and toes, large flat tail, with a thick fur pelt.

5 Bio-E for **Partial,** snout with pouchlike cheeks, small eyes and ears, bulky and furry body.

10 Bio-E for **Full,** large features, powerful build, and heavy head and body hair.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws
- 5 Bio-E for 1D8 Teeth

10 Bio-E for 1D12 damage Teeth with the **Gnawing Teeth** ability; unlike normal Digging, the mutant can chew through any kind of wood, clay, and crumbling stone at an inch per round, or hard plastics, ceramics, concrete and mortar at half speed. Bricks, stone, and metals cannot be chewed through.

ANIMAL ABILITIES

- Automatically have **Digging** (0 Bio-E cost)

5 Bio-E for Tunneling

10 Bio-E for **Advanced Excavating**; in addition to the normal Excavating abilities, the mutant has an instinctual knowledge of constructing permanent structures including buildings, fortifications, and dams if the time is taken to pack *and* reinforce them – which is accomplished in only double the normal time required for basic excavation.

- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Touch
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.
- 5 Bio-E for Hold Breath

BIRDS – CHICKEN

ORIGINAL ANIMAL CHARACTERISTICS

Description: Chickens are domesticated birds bred for food and egg-laying, and are some of the few able to see in the ultraviolet light spectrum.

Size Level: 3

Length: 8 to 12 inches

Weight: 4 to 10 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, small, beaked head, large round body with heavy plumage, thin legs and bird feet.

5 Bio-E for **Partial**, round head with a small beak, large body, thin legs, and bird-like feet.

10 Bio-E for **Full**, light-colored feathers in place of hair, thick body, and thin legs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Talons
- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- 10 Bio-E for Glide
- 5 Bio-E for Advanced Vision
- 5 Bio-E for Ultraviolet Vision

BIRDS – CROW, RAVEN, & PARROT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Crows and Ravens are intelligent, social, and clever scavengers that primarily live off of human crops and foraging. There are over 300 species of parrot, each with a more colorful plumage than the next, with many parrots raised in captivity taught to imitate human voices.

Size Level: 3

Length: up to 2 feet

Weight: up to 8 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 70

Attribute Bonuses:

Parrots — IQ +2, MA +2, PB +2
Crows & Ravens — IQ +4, ME +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, beaked head with round eyes on the sides, oval body, thin scaly legs, long tail feathers and birdlike feet.

5 Bio-E for **Partial,** small beak, thick neck, rounded body, thin legs and large feet.

10 Bio-E for **Full,** large mouth, small black feathers in place of hair, powerful body, slim legs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Talons (climbing)
- 5 Bio-E for 1D8 Beak

ANIMAL ABILITIES

- 10 Bio-E for **Vocal Effects**; the mutant can reproduce a wide range of noises, making uncannily realistic sounds. Aside from being able to mimic other birds, frogs, mammals, and insects, they can also generate the artificial sounds of telephones ringing, alarm systems, or other electronic beeps and whistles. Those with Full Human Speech can imitate voices, but they'll still need the Impersonation skill (gaining a +20% bonus) to imitate a specific person's accent and patterns of speech.
- 5 Bio-E for Glide

  10 Bio-E for Flight
- 5 Bio-E for Advanced Vision
- 5 Bio-E for Advanced Hearing

BIRDS — DUCKS & WATERFOWL

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are dozens of separate species of aquatic birds including ducks, geese, and swans. Most are migratory and spend the bulk of their time either flying or on the water.

Size Level:

Ducks — 3
Geese — 4
Swans — 5

Length:

Ducks — up to 2 feet
Geese — up to 3 feet
Swans — up to 5 feet

Weight:

Ducks — up to 15 pounds
Geese — up to 25 pounds
Swans — up to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Ducks — 75
Geese — 70
Swans — 65

Attribute Bonuses:

Ducks — PE +2
Geese — MA +2
Swans — PB +3

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands.

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, round head with wide, flat beak, long, flexible neck, very large feathers, round body, long tail feathers, short legs with webbed feet.

5 Bio-E for **Partial,** small wide beak, flexible neck, feathers in place of hair, large body, short legs, webbed digits.

10 Bio-E for **Full,** small head, long neck, large round body, slight webbing between fingers and toes.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Talons
- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- Automatically **Hold Breath** (0 Bio-E cost)
- 10 Bio-E for Glide

  20 Bio-E for Flight
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.
- 5 Bio-E for Float, can float and even sleep on the water.
- 5 Bio-E for insulating water-repellent feathers; cold does ½ damage, +10 SDC.

BIRDS — EAGLE, FALCON, & HAWK

ORIGINAL ANIMAL CHARACTERISTICS

Description: These predatory birds share sharp curved beaks, sharp talons, sharp eyesight, and the ability to dive-attack prey.

Size Level:

Hawks & Falcons — 3
Eagles — 4

Length:

Hawks & Falcons — up to 2 feet
Eagles — up to 3 feet

Weight:

Hawks & Falcons — up to 15 pounds
Eagles — up to 25 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Hawks & Falcons — 70
Eagles — 65

Attribute Bonuses:

Hawks & Falcons — PS +2, PP +4, Spd +2
Eagles — PS +6, PP +2, PB +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, sharp, curved beak, eyes on the side of the head, feathers, long body, tail feathers, skinny legs with taloned feet.

5 Bio-E for **Partial**, small beak, large eyes, feathered body, birdlike legs and feet.

10 Bio-E for **Full**, sharp features, very thin hair, powerful upper body, thin legs.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Talons (climbing)

  10 Bio-E for 1D10 Talons (climbing)
- 5 Bio-E for 1D10 Beak

ANIMAL ABILITIES

- 10 Bio-E for Glide
  20 Bio-E for Flight
- 5 Bio-E for Advanced Vision

BIRDS – OWL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Owls are predatory birds that operate primarily at night. There are quite a few varieties, ranging in size and abilities.

Size Level: 4

Length: up to 5-foot wing-span

Weight: up to 25 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 65

Attribute Bonuses: PP +4, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands.

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, round face, huge round eyes, small hooked beak, full feathers, short thick body with powerful taloned legs.

5 Bio-E for **Partial,** large eyes, small beak, thick neck, rounded body, thick legs and large feet.

10 Bio-E for **Full,** small mouth, large eyes, round face, short, powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Talons (climbing)
  10 Bio-E for 1D12 Talons (climbing)
- 5 Bio-E for 1D10 Beak

ANIMAL ABILITIES

- 10 Bio-E for Glide
  20 Bio-E for Flight
- 5 Bio-E for **Advanced Nightvision**; the mutant can see twice as far as normal Nightvision at the detail of Advanced Vision.
- 5 Bio-E for Advanced Hearing

BIRDS – PENGUIN

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are many types of penguins, carnivorous flightless birds adapted to life in freezing climates and diving deep into the water to prey on fish and other sea life, though there are smaller species that inhabit more temperate regions.

Size Level: 7, but varies greatly

Length: up to 3.5 feet long

Weight: up to 90 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 55

Attribute Bonuses: MA +2, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, round head with long beak, flexible neck, black and white feathers, round body, small flat wings, short tail feathers, short legs with webbed feet.

5 Bio-E for **Partial,** small beak, flexible neck, feathers in place of hair, large body, short limbs with webbing between fingers and toes.

10 Bio-E for **Full,** small head, rounded torso, slight webbing between fingers and toes.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- Automatically **Hold Breath** (0 Bio-E cost)
- 5 Bio-E for Nightvision
- 5 Bio-E for Ultraviolet Vision
- 5 Bio-E for insulating water-repellent feathers; cold does ½ damage, +10 SDC.
- 5 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally, and can survive depths of up to 500 feet without any special diving gear or adverse effects.

BIRDS – PIGEON, DOVE, & WILD GAME

ORIGINAL ANIMAL CHARACTERISTICS

Description: These birds spend most of their time on the ground foraging for seeds and insects. Pigeons have adapted completely to city life, becoming scavengers with a lifestyle that makes them a serious health hazard. Their cousins, doves, are known for their beauty and as a symbol of peace. Game birds are popular with hunters because they tend to be heavier and poorer flyers than other wild birds; includes Grouse, Partridge, Pheasant, and Quail.

Size Level:

Dove — 1
Pigeon — 2
Wild Game — 3

Length:

Dove & Pigeon — up to 1 foot
Wild Game — up to 3 feet

Weight:

Dove & Pigeon — up to 3 pounds
Wild Game — up to 20 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Dove — 90
Pigeon — 85
Wild Game — 80

Attribute Bonuses:

Dove — PE +2, PB +2
Pigeons — PE +4
Wild Game — PE +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands.

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, beaked head with small round eyes on the sides, gray or brown feathers (color to match original bird), oval body, thin scaly legs, long tail feathers, and bird-like feet.

5 Bio-E for **Partial,** small beak, thick neck, rounded body, thin legs, and large feet.

10 Bio-E for **Full,** large mouth, small feathers in place of hair, powerful upper body, slim legs.

NATURAL WEAPONS

- 5 Bio-E for 1D4 Talons (climbing)
- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- 10 Bio-E for Glide
  20 Bio-E for Flight
- 10 Bio-E for Advanced Vision

BIRDS — SMALL WILD & SONGBIRDS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Small birds mostly feed on grains, seeds, fruits, and insects. Small birds native to temperate forests but commonplace in urban and suburban areas include Sparrows, Blue Jays, Cardinals, and Robins – while the Wren, Chickadee, and Finch are mainly found in suburban and rural areas. A host of songbirds are native to North America including Cardinals, Orioles, Robins, and Warblers. Several tropical songbirds are popular pets, especially Budgies and Parakeets.

Size Level: 1

Length: up to 12 inches

Weight: up to 20 ounces

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Small Wild Birds — 90
Temperate & Tropical Songbirds — 80

Attribute Bonuses:

Small Wild Birds — PP +2, Spd +2
Temperate Songbirds — MA +2, PP +2, Spd +2
Tropical Songbirds — PP +2, PB +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, beaked head with small round eyes on the sides, feathers (color to match original bird), oval body, thin scaly legs, long tail feathers and birdlike feet.

5 Bio-E for **Partial,** small beak, thick neck, rounded body, thin legs, and large feet.

10 Bio-E for **Full,** large mouth, small feathers in place of hair, powerful upper body, slim legs.

NATURAL WEAPONS

- 5 Bio-E for 1D4 Talons (climbing)
- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- Songbirds *only* — Automatically have **Natural Singer** (0 Bio-E cost), the mutant is a naturally gifted singer granting the Sing skill if not learned, or a +20% bonus if learned normally.
- 10 Bio-E for Glide
  20 Bio-E for Flight
- 5 Bio-E for Advanced Vision

BIRDS — TURKEY

ORIGINAL ANIMAL CHARACTERISTICS

Description: The domestic turkey is a flightless running bird that has been raised as a food animal. Wild turkeys can fly and are much leaner, faster, and intelligent.

Size Level: 5

Length: 36-48 inches

Weight: up to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 60

Attribute Bonuses: PP +2, Spd +6

HUMAN FEATURES

Hands: 5 Bio-E for partial, 10 Bio-E for Full, 20 Bio-E for Extra Limbs with Full human hands

Biped: Automatically Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, small, bald, round head with beak, eyes on side of head, long, flexible neck, feathers; round body, long tail feathers, long legs with bird feet.

5 Bio-E for **Partial,** small beak, flexible neck, small feathers in place of hair, large body, long legs and some tail feathers.

10 Bio-E for **Full,** small head, long neck, small feathers in place of hair, large round body, powerful legs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Talons
  10 Bio-E for 1D10 Spurs
- 5 Bio-E for 1D6 Beak

ANIMAL ABILITIES

- 10 Bio-E for Glide
  20 Bio-E for Flight
- 5 Bio-E for Advanced Vision
- 5 Bio-E for Advanced Hearing

BUFFALO & BISON

ORIGINAL ANIMAL CHARACTERISTICS

Description: Bison are huge North American grazing animals with large heads and a hump on their back; their wild herds once numbered in the millions and were nearly exterminated by hunters - they only survived via domestication. True buffalo are native to Africa and Asia, have no hump on their back and sport smaller cow-like heads.

Size Level: 19

Length: 9-11 feet long

Weight: 1,500-2,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 0

Attribute Bonuses: PS +6, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, huge head with small eyes on the sides, heavy black hair on neck and shoulders, small limbs, huge body.

5 Bio-E for **Partial,** very large head with small eyes and thick neck, large body with heavy upper body hair.

10 Bio-E for **Full,** big head, well-developed shoulders, necks, arms, and heavy body hair.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Horns

ANIMAL ABILITIES

- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Thick Skin, +20 SDC

CAMEL

ORIGINAL ANIMAL CHARACTERISTICS

Description: These large desert grazing animals have been used in arid regions as beasts of burden for centuries, and are known to store water in their hump for long journeys. In spite of long contact with humans, they remain viciously short-tempered.

Size Level: 18

Length: 9 to 11 feet long

Weight: to 1,000 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 0

Attribute Bonuses: PS +2, PE +4, Spd +6

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, long-snouted face with large nostrils, large cleft lips, round bodies with hump on back, long arms and legs.

5 Bio-E for **Partial,** pointed ears on top of head, short fur, large hump between shoulders, long, thin arms and legs.

10 Bio-E for **Full,** dark skin with yellow hair, large facial features, thick body with long arms and legs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for **Spit**; foul-smelling saliva, range: 12 feet, +2 to Strike; if spit into eyes as a Called Shot, the victim is temporarily Blind for 1D4 rounds.
- 10 Bio-E for **Water Storage**; can survive without water for 2 days per gallon of water the mutant drank. The mutant can drink and store up to 10 gallons, which takes only 12 minutes!

CANINES – DOGS

DOG BREEDS

(*Roll Percentile for Breed. SL indicates Size Level*)

01-04	Afghan Hound (SL 6)
05-09	Beagle (SL 6)
10-13	Bloodhound (SL 5)
14-15	Dachshund (SL 3)
16-17	Elkhound (SL 6)
18-20	Golden Retriever (SL 6)
21-26	German Shepherd (SL 6)
27-29	Greyhound (SL 5)
30-35	Spaniel (SL 4)
36-40	Cocker Spaniel (SL 4)
41-43	Terrier (SL 4)
44-46	Bulldogs (SL 5)
47-51	Poodle(SL4)
52-55	Collie (SL 5)
56-60	Doberman (SL 6)

61-65	Great Dane (SL 7)
66-69	Mastiff (SL 6)
70-74	Husky (SL 6)
75-80	St. Bernard (SL 8)
81-83	Chihuahua (SL 2)
84-86	Pekingese (SL 2)
87-00	Mongrel (SL 5)

ORIGINAL ANIMAL CHARACTERISTICS

Description: Because there are so many different breeds the figures given below are for the average mongrel dog. Players should roll their exact breed.

Size Level: Varies

Length: Varies

Weight: Varies

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 65 (reduce by 5 for each step above Size Level 3)

Attribute Bonuses

Size Level 3-5: IQ +2, MA +2, PP +2, Spd +2
Size Level 6-8: IQ +2, MA +2, PS +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, varies according to breed (see illustration).
5 Bio-E for **Partial**, appearance varies according to breed.
10 Bio-E for **Full,** slightly pointed ears, slightly exaggerated features, thick hair and beard, and powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth
  10 Bio-E for 1D10 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for Advanced Smell
- 10 Bio-E for Advanced Hearing
- 10 Bio-E for Nightvision
- 10 Bio-E for Digging
- 10 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.

CANINES – FOX

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are two major kinds of foxes in North America, the red (a furred fox) and the gray (a haired fox). Both are small, clever carnivores. There is also a white Arctic Fox with the same characteristics.

Size Level: 3

Length: up to 40 inches long

Weight: 9-10 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 60

Attribute Bonuses: IQ +2, ME +4, PB +2, Spd +6

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, triangular head with pointed ears and snout, thick fur, long bushy tail, compact body, thin limbs.

5 Bio-E for **Partial,** noticeable snout, pointed ears on top of the head, fur, short tail, lean body, and limbs.

10 Bio-E for **Full**, small sharp facial features, reddish or grayish thick hair, and lean, tight body.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth

  10 Bio-E for 1D10 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell
- 10 Bio-E for Digging

CANINES – WOLF & COYOTE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Coyotes and Wolves are carnivores who hunt in highly organized packs. They are intelligent and very social.

Size Level:

Coyote — 5
Wolf — 8

Length:

Coyote — up to 4.5 feet long
Wolf — up to 6 feet long

Weight:

Coyote — up to 40 pounds
Wolf — up to 150 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Coyote — 55
Wolf — 45

Attribute Bonuses:

Coyote — IQ +2, ME +2, PP +2, PE +2, Spd +6
Wolf — IQ +2, MA +2, PS +4, PP +2, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, full snout, pointed ears on top of head, clawed feet and hands, long tail and heavy fur.

5 Bio-E for **Partial,** prominent snout, pointed ears, fur, powerful, squat build.

10 Bio-E for **Full,** slightly pointed ears, large features, thick hair and beard, and powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Teeth

  10 Bio-E for 1D12 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Vision (Wolves *only*)
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell
- 10 Bio-E for Digging (Coyotes *only*)

CATTLE – COW & BULL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Domesticated cattle bred for meat or milk production. There are dozens of specialized breeds, each with different sizes and characteristics.

Size Level: 16

Length: up to 8 feet long

Weight: up to 2,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 10

Attribute Bonuses:

Cow: PS +2, PE +4, Spd +2
Bull: PS +4, PE +2, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large muzzled head, long, rounded ears, eyes on side of the head, very thick neck, fur, massive body, skinny tail, and short arms and legs.

5 Bio-E for **Partial,** muzzle, large flat teeth, protruding ears, large neck and body, short thick hair, short limbs.

10 Bio-E for **Full,** widely spaced eyes, large protruding ears, and powerful neck and shoulder muscles.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Horns
  10 Bio-E for 1D12 Horns (Bulls *only*)

ANIMAL ABILITIES

- 10 Bio-E for Advanced Hearing
- 10 Bio-E for Advanced Smell

DEER, ELK, & MOOSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Deer are grazing animals whose primary defense against predators is speed. There are a large variety of deer with roughly the same characteristics. Elk, Caribou, and Reindeer –the second largest kind of deer – are very social animals found farther north with the herds moving to the mountains in summer and the valleys in winter. Moose, the largest kind of deer, are huge grazing animals that can become dangerous during rutting season or when guarding their young, and can be found in forests, taiga, and tundra but prefer to graze in the northern swamps, marshes, and wetlands of North America.

Size Level:
Deer — 13
Elk — 17
Moose — 19

Length:
Deer — up to 6 feet long
Elk — up to 9 feet long
Moose — up to 10 feet long

Weight:
Deer — up to 400 pounds
Elk — up to 1100 pounds
Moose — up to 1500 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:
Deer — 30
Elk — 10
Moose — 0

Attribute Bonuses:
Deer — PP +2, PE +2, Spd +6
Elk — PS +2, PE +2, Spd +6
Moose — PS +4, PE +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, triangular head with large ears at the upper corners, widely spaced eyes, thick neck, powerful body with long, thin arms and legs.

5 Bio-E for **Partial,** muzzled head, large ears, thick body with thin arms and legs.

10 Bio-E for **Full,** large, fluid eyes, large ears, thick neck, and powerful build.

NATURAL WEAPONS

- 5 Bio-E for small 1D8 damage Antlers (bucks or bulls *only*)
  10 Bio-E for large 1D12 damage Antlers (bucks or bulls *only*)

ANIMAL ABILITIES

- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Smell
- 5 Bio-E for Advanced Taste

ELEPHANT

ORIGINAL ANIMAL CHARACTERISTICS

Description: This is the world's largest land animal. It is a useful worker with tremendous strength and a trunk that serves as a flexible prehensile limb.

Size Level: 20

Length: up to 10 feet tall

Weight: up to 10,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 0

Attribute Bonuses: IQ +4, MA +2, PS +4

HUMAN FEATURES

Hands: 10 Bio-E for Partial, 15 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, huge head with prominent lumps on top, small eyes, huge floppy ears, loose, leathery skin with sparse hair, massive body, trunk-like arms and legs, skinny tail.

5 Bio-E for **Partial,** huge head with a nose that will hang below the chin, wrinkled, leathery skin that sags over most of the body, bald, powerful body and limbs.

10 Bio-E for **Full,** large head with a bone ridge over the eyes, very large nose, large ears, bald, prominent facial wrinkles, thick neck and body, powerful arms and legs.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Tusks
  10 Bio-E for 1D12 damage Tusks

ANIMAL ABILITIES

- 5 Bio-E for a **Prehensile Trunk**; counts as an additional limb that serves as a Partial Hand; the trunk is long enough for the mutant to touch the ground without bending.
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Thick Skin; +20 SDC

FELINES — BOBCAT & LYNX

ORIGINAL ANIMAL CHARACTERISTICS

Description: This includes the Bobcat and Lynx, both tree-climbing feline hunters. Ocelots and Servals are similar. The wild felines are solitary creatures who avoid areas inhabited by man.

Size Level:
Bobcat — 4
Lynx — 5

Length:
Bobcat — up to 42 inches
Lynx — up to 40 inches

Weight:
Bobcat — up to 22 pounds
Lynx — up to 35 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E:
Bobcat — 70
Lynx — 65

Attribute Bonuses: ME +2, PP +4, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, cat-like head, long pointed ears, slitted eyes, long fur (striped on cheeks), heavy thighs, short furry tail.

5 Bio-E for **Partial,** large ears on top of head, slitted eyes, prominent whiskers beard and sideburns, fur, tail, large legs.

10 Bio-E for **Full,** large eyes and ears, heavy sideburns, thick hair, large thighs, narrow shoulders, slim build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Retractable Claws (climbing)
  10 Bio-E for 1D10 damage Retractable Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

FELINES — CAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are a wide variety of domesticated cat breeds, but all have roughly the same characteristics. Mutant cat characters can have spotted, striped, Persian, calico, or any combination of body markings.

Size Level: 3
Length: up to 24 inches
Weight: up to 10 pounds
Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 75

Attribute Bonuses: MA +2, PP +4, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, cat-like head with ears on top and large slitted eyes, long fur, heavy thighs, long furry tail.

5 Bio-E for **Partial,** large ears on top of the head, large, slitted eyes, prominent whiskers, fur, small tail, large thighs, narrow shoulders, slim build.

10 Bio-E for **Full,** large eyes and ears, thick hair, large thighs, narrow shoulders, slim build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Retractable Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

FELINES – CHEETAH

ORIGINAL ANIMAL CHARACTERISTICS

Description: A large slender feline with a pointed muzzle and sleek athletic build. Cheetahs are the fastest mammals in the world and use their speed for hunting.

Size Level: 8

Length: up to 30 inches tall

Weight: up to 125 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 45

Attribute Bonuses: PS +1, PP +4, PE +2, Spd +10

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, small, round face with white muzzle, thick spotted fur, long legs, long, black-tipped tail.

5 Bio-E for **Partial,** broad nose, large yellow eyes, round ears on the side, roundish head, long body, spotted fur, and short tail.

10 Bio-E for **Full,** large prominent freckles, yellowish eyes, yellow hair, and long, lean body.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Retractable Claws
- 5 Bio-E for 1D8 damage Teeth

ANIMAL ABILITIES

- 10 Bio-E for **Quick Run**, once per minute (four combat rounds) the mutant can lightning dash up to double the distance normally allowed by their Speed as a move action, and gain +2 to Initiative and Dodge for the rest of the round.
- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for Advanced Vision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

FELINES – GREAT CATS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Tigers are the largest and are solitary hunters. The second largest are Lions who are pack hunters. Third are American Jaguars and African Leopards that are roughly the same size with similar characteristics. Cougars have been called Panthers, Pumas, Mountain Lions, and other names – while the smallest of the big cats, they are agile and bring down large prey.

Size Level:

Cougar — 9
Jaguar & Leopard — 12
Lion — 14
Tiger — 15

Length:

Cougar — up to 5 feet
Jaguar & Leopard — up to 6 feet
Lion — up to 6½ feet
Tiger — up to 9½ feet

Weight:

Cougar — up to 175 pounds
Jaguar & Leopard — up to 300 pounds
Lion — up to 400 pounds
Tiger — up to 500 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Cougar — 40
Jaguar & Leopard — 25
Lion — 15
Tiger — 10

Attribute Bonuses:

Cougar — ME +2, PS +2, PP +4, Spd +4
Jaguar & Leopard — ME +2, PS +3, PP +3, Spd +4
Lion — MA +2, PS +4, PP +2, Spd +3
Tiger — PS +6, PP +1, PE +1, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large, wide head with massive jaws, broad nose, wide-set eyes and ears on top, thick fur with markings, long, lean body, long furred tail, powerful arms and legs.

5 Bio-E for **Partial,** muzzled face, whiskers, thick fur, long, flexible body, short furry tail, powerful arms and legs.

10 Bio-E for **Full,** wide, flat nose, widely spaced eyes, powerful jaw, short, thick hair, lean muscular build with large hands and feet.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Retractable Claws (climbing)
  10 Bio-E for 1D10 damage Retractable Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth
  10 Bio-E for 1D12 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
  10 Bio-E for the **Great Leaping** ability; triples the mutant's normal Jumping distance. (Jaguar & Leopard *only*)
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell
- 10 Bio-E for **Natural Swimmer**, the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.

GOAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: A domesticated animal used for milk or meat the world over. Goats are valued because of their ability to survive in harsh climates and on relatively little food.

Size Level: 6

Length: up to 40 inches long

Weight: up to 75 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 55

Attribute Bonuses: IQ +1, ME +1, PE +4, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, triangular-shaped head with widely spaced eyes and large tubular ears, thick hair, large body, shaggy tail, long, thin limbs, cleft hoof on feet.

5 Bio-E for **Partial,** muzzled face, large ears on top of the head, wide-spaced eyes, long nose, goatee, hairy body, powerful build, thin arms and legs, three toes and fingers.

10 Bio-E for **Full,** a small beard under the chin, long nose, widely spaced eyes, pointed ears, thick neck.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Horns

ANIMAL ABILITIES

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for **Natural Climber**, the mutant is adapted to climbing, granting the Climbing skill if not learned, or a +20% bonus if learned normally.
- 10 Bio-E for **Toxin Resistance**, +5 to save vs. all kinds of toxins including poisons, drugs, etc.
- 5 Bio-E for Advanced Vision
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing

HIPPOPOTAMUS

ORIGINAL ANIMAL CHARACTERISTICS

Description: These giant grazing animals spend most of their lives in the water. Hippos are primarily herbivores, but will eat meat and other animals. They are dangerously aggressive.

Size Level: 20

Length: up to 14 feet

Weight: up to 4,000 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 0

Attribute Bonuses: ME +2, PS +6, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, wide muzzle, enormous cheeks, powerful jaws, small, valved, nostrils, small round ears on top of head, thick, leathery loose skin, thick neck and body, short, small tail, powerful arms and legs.

10 Bio-E for **Partial,** huge head with massive jaws, small eyes and ears, leathery skin, huge neck and body, short limbs.

15 Bio-E for **Full,** large head with a large jaw, wide nose, small eyes, and ears, bald, muscular neck and body.

NATURAL WEAPONS

- 5 Bio-E for 1D12 Teeth

ANIMAL ABILITIES

- 5 Bio-E for Thick Skin; +20 SDC

  10 Bio-E for light Natural Armor; AR: 8, SDC: +40
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Hold Breath

HORSE

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are quite a few different breeds of this domesticated grazing animal. The figures given below are for typical riding horses.

Size Level: 18

Height: up to 60 inches tall at the shoulder

Weight: up to 1,400 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 10

Attribute Bonuses: PS +2, PE +2, Spd +8

HUMAN FEATURES

Hands: 10 Bio-E for Partial, 15 Bio-E for Full

Biped: 10 Bio-E for Partial, 15 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, long narrow head and muzzle with widely spaced eyes and large tubular ears, thick hair, large body, long tail and mane, long, thin limbs, solid hoof on feet.

10 Bio-E for **Partial,** long muzzled face, large ears on top of the head, wide-spaced eyes, mane along the top of the head and running down back, short tail, powerful build, thin arms and legs, three toes and fingers.

15 Bio-E for **Full,** mohawk-style hair, buck teeth, pointed ears, and a powerful build.

NATURAL WEAPONS

None

ANIMAL ABILITIES

- 10 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for Advanced Hearing

LEMUR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Lemurs are long-snouted primates native to the island of Madagascar. While they may look similar to monkeys, they have very different traits and adaptations - like prioritizing acute smell over vision, or the fact that their tails are non-prehensile. This entry focuses on the base characteristics of ring-tailed lemurs but covers abilities seen in other types including claws, extraordinary leaping, and even flaps of skin for gliding.

Size Level: 3

Length: up to 3.5 feet (including long tail)

Weight: up to 6 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 60

Attribute Bonuses: IQ +1, MA +3, PP +2

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: Automatically Partial, 5 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: Automatically **Partial,** foxlike face, limbs are long and skinny, flat feet, and has a long tail.

5 Bio-E for **Full,** a gangly-looking human with a pinched face.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws
- 5 Bio-E for 1D6 Teeth

ANIMAL ABILITIES

- 5 Bio-E for Advanced Smell
- 10 Bio-E for Nightvision
- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 10 Bio-E for Glide
- 5 Bio-E for Prehensile Feet; used as Partial Hands

LIZARDS

ORIGINAL ANIMAL CHARACTERISTICS

Description: These common reptiles can be found around the world in great number, enormous variety, and virtually every color of the rainbow. Most lizards are predators that eat insects or meat (including eggs), though some species like Komodo Dragons (and other Monitor lizards) are omnivores that occasionally supplement their diet with fruits and other plants, while others like Iguanas are primarily herbivores.

Size Level:

Gecko, Skink — 1
Chameleon, Horned Lizard — 2
Gila Monster, Iguana — 3
Komodo Dragon — 13

Length:

Gecko, Skink — up to 1 foot
Chameleon, Horned Lizard — up to 2 feet
Gila Monster, Iguana — up to 3 feet
Komodo Dragon — up to 9 feet

Weight:

Gecko, Skink — up to 1 pound
Chameleon, Horned Lizard — up to 3 pounds
Gila Monster, Iguana — up to 10 pounds
Komodo Dragon — up to 350 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E:

Gecko, Skink — 85
Chameleon, Horned Lizard — 80
Gila Monster, Iguana — 75
Komodo Dragon — 25

Attribute Bonuses:

Gecko, Skink — PP +2, Spd +4
Chameleon, Horned Lizard — ME +2, Spd +4
Gila Monster, Iguana — PS +1, PP +1, PE +2
Komodo Dragon — PS +4, PP +1, PE +1, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, long skinny body with tail of equal length; wedge shaped head with protruding eyes, luminescent scales of bright colors.

5 Bio-E for **Partial**, long thin body with skinny arms and legs; short tail, large head and eyes, colored scales.

10 Bio-E for **Full**, bald wrinkled skin with undertones of lizard color, slender build, long fingers.

NATURAL WEAPONS

- All *except* Gecko — 5 Bio-E for 1D6 Claws (climbing)
- 5 Bio-E for 1D6 damage Teeth

  10 Bio-E for 1D10 Teeth (1D12 for Komodo Dragon *only*)
- Iguana *only* — 5 Bio-E for a Whipsaw Tail with spikes or serrations that can be used to stab or cut for 1D8 damage
- Horned Lizard *only* — 5 Bio-E for 1D10 damage Horns

ANIMAL ABILITIES

- Chameleon *only* — 10 Bio-E for the **Camouflage** ability; the mutant can change the color and pattern of its skin to blend in with surroundings in 1D4 rounds. If the mutant is motionless they gain +40% to the Prowl skill, or +20% if moving amongst a similarly colored environment.
- Chameleon *only* - 10 Bio-E for the **360-degree Independent Vision** ability; the mutant can move its eyes independently of one another and can even see behind itself with one eye while looking ahead with the other, making it nearly impossible to Sneak Attack it. If this option is taken, Looks - Full is not available as the mutant's eyes bulge out of the head and look nothing like the eyes of a human.
- Gecko *only* — 5 Bio-E for the **Adhesion Pads** ability; the mutant has setae (slender spines) along the bottoms of its feet that can adhere to surfaces providing a +50% bonus to the Climbing skill and allowing them to move at full Speed while Climbing or Crawling (instead of half). Opponents are also -5 to Disarm any objects held by the mutant.
- Gila Monster *only* — 20 Bio-E for the **Toxic Venom Bite** ability; the mutant can inject toxins into a target via its teeth. A successful bite attack deals normal damage *plus* 1D6 damage direct to Hit Points and the opponent must Save versus Toxin (10 or higher, plus PE bonus). With a failure, the opponent is Paralyzed for 1D12 rounds. With a success the opponent remains mobile but is in excruciating pain for 1D12 rounds with a penalty of -6 to Strike, Parry, and Dodge.
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Vision (Chameleon & Gecko *only*)
- 10 Bio-E for Ultraviolet Vision
- 10 Bio-E for Advanced Smell
- 5 Bio-E for Digging

  10 Bio-E for Tunneling
- 5 Bio-E for light Natural Armor; AR: 8 and SDC: +25

  10 Bio-E for medium Natural Armor; AR: 10 and SDC: +50

  15 Bio-E (Horned Lizard *only*) for **Spike Defense**; Natural Armor grants AR: 10 and +50 SDC. Any unarmed physical attack that rolls less than 10 contacts the thorny spines and deals 1D8 damage to the attacker. The mutant deals a bonus 1D8 damage with unarmed physical melee attacks (including a Punch, Tackle, Ram, or Throw).

MARTEN & MINK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Larger cousins to weasels, Martens and Minks share similar physical characteristics, including long slender bodies and gorgeous fur. Martens are fox-faced woodland inhabitants that are great climbers and incurably curious. Minks look more like weasels, but live near water and feed on the animals found there.

Size Level: 2

Length: up to 20 inches long

Weight: up to 3 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 80

Attribute Bonuses: IQ +2, ME +1, PP +2, Spd +5

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, dark heavy fur, triangular face with small snout and large ears on top, long, slim body, short legs and long bushy tail.

5 Bio-E for **Partial,** snouted head with ears on top, thick fur, long, flexible body, short limbs, small furry tail.

10 Bio-E for **Full,** small sharp facial features, large pointed ears, slender, muscular build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth

ANIMAL ABILITIES

- Automatically have the **Tight Squeeze** ability (0 Bio-E cost), can fit through openings usually only small enough for an animal a quarter their Size Level.
- 5 Bio-E for Advanced Hearing
- 10 Bio-E for Nightvision
- 10 Bio-E for Advanced Smell

MOLE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Moles are small furry animals that are completely adapted to a burrowing existence.

Size Level: 1

Length: up to 6 inches

Weight: up to 1 pound

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 80

Attribute Bonuses: IQ +1, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, tiny eyes, dense fur, large fleshy nose, smooth rounded body, short powerful scaly limbs, long naked tail.

5 Bio-E for **Partial,** pointed head with a long nose, thick, furry body, short tail, short, scaly arms, and legs.

10 Bio-E for **Full,** large round head with small eyes and ears, large fleshy nose, rounded body, short muscular limbs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws

ANIMAL ABILITIES

- Automatically **Hold Breath** (0 Bio-E cost)
- Automatically have **Digging** (0 Bio-E cost)

  5 Bio-E for Tunneling

  10 Bio-E for **Advanced Excavating**; in addition to the normal Excavating abilities, the mutant has an instinctual knowledge of constructing structures including buildings, fortifications, and dams which are permanent if the time is taken to pack *and* reinforce them – which is accomplished in only double the normal time required for basic excavation.
- 5 Bio-E for Nightvision
- 5 Bio-E for Advanced Smell

MONKEY & BABOON

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are at least a dozen different kinds of arboreal monkeys (tree dwellers with prehensile tails) kept as pets or research animals in North America – although the markings and fur may differ, the animal characteristics are the same. Baboons are powerful ground dwelling tribal monkeys, with Mandrills and Geladas sharing the same characteristics.

Size Level:

Arboreal Monkeys — 4
Baboons — 6

Length:

Arboreal Monkeys — up to 2 feet
Baboons — up to 3 feet

Weight:

Arboreal Monkeys — up to 20 pounds
Baboons — up to 65 pounds

Build:

Arboreal Monkeys — Long
Baboons — Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Arboreal Monkeys — 45
Baboons — 35

Attribute Bonuses:

Arboreal Monkeys — IQ +2, ME +2, PP +2, PE +2
Baboons — IQ +2, MA +2, PS +4

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: Automatically Partial, 5 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: Automatically **Partial,** face leathery, limbs are long and skinny, long flat feet, and the mutant will have a lot of body hair.

5 Bio-E for **Full,** only slightly shaggier than a normal human.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Teeth

ANIMAL ABILITIES

- 5 Bio-E for Advanced Vision
- 10 Bio-E for Nightvision
- 5 Bio-E for Advanced Touch
- 15 Bio-E for Prehensile Tail; extra limb used as a Partial Hand
- 5 Bio-E for Prehensile Feet; used as Partial Hands

MUSKRAT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Muskrats are common throughout North America and Europe. They are river-dwelling vegetarians and scavengers. Although not as talented as Beavers they do build dens with underwater entrances.

Size Level: 2

Length: 22 to 25 inches long

Weight: 14 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 75

Attribute Bonuses: IQ +3, ME +1, MA +1

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large head with animal snout and pouch-like cheeks, small eyes and ears, thick, bulky neck and body, short arms and legs, long naked tail and thick fur pelt.

5 Bio-E for **Partial,** noticeable snout, small eyes and ears, pouchlike cheeks, short tail, bulky, furry body.

10 Bio-E for **Full,** small facial features, small delicate hands, short, thick hair, and powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws
- 5 Bio-E for 1D6 Teeth

  10 Bio-E for 1D10 damage Teeth with the **Gnawing Teeth** ability; unlike normal Digging, the mutant can chew through any kind of wood, clay, and crumbling stone at an inch per round, or hard plastics, ceramics, concrete and mortar at half speed. Bricks, stone, and metals cannot be chewed through.

ANIMAL ABILITIES

- Automatically have **Hold Breath** (0 Bio-E cost)
- Automatically have **Digging** (0 Bio-E cost)

  5 Bio-E for Tunneling

  10 Bio-E for Excavating
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.
- 5 Bio-E for Advanced Touch
- 5 Bio-E for Advanced Smell

OCTOPUS & SQUID

ORIGINAL ANIMAL CHARACTERISTICS

Description: Cephalopods are some of the most interesting - almost *alien* - creatures on planet Earth. They inhabit only salty seawater as their biochemical makeup cannot tolerate freshwater habitats. Both the octopus and the squid have eight pod-like arms, while the squid also sports two extra-long tentacles for grabbing prey. They are known for their amazing ability to instantly change the color and pattern of their skin, as well as shoot ink; hence their "ink fish" nickname. Cephalopods come in a dizzying array of sizes from less than an inch all the way up to 45 feet - larger or more bizarre cephalopods are being discovered every few years.

Size Level: 2, but varies greatly

Length: varies

Weight: varies

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 70

Attribute Bonuses:

Octopus — IQ +2, ME +1, PS +2
Squid — MA +1, PS +2, PE +2

HUMAN FEATURES

Hands: Automatically Partial as the eight arms are the equivalent of partial hands. 5 Bio-E for Full, one pair of arms ends in three small branches that serve as two fingers and a thumb, making them fully prehensile. Note: It costs 5 Bio-E for each pair of arms to gain Full Hands and become fully prehensile (e.g. 20 Bio-E for all eight arms).

Biped: None, the mutant crawls along with its four pairs of tentacular arms.

5 Bio-E for **Partial,** in upright position four arms are used to manipulate while the others act as "legs" for locomotion.

10 Bio-E for **Full,** six arms protrude from the upper torso while two are adapted to function as full-time humanoid legs.

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, huge head with a loose bulbous backside, large eyes, leathery skin, four pairs of tentacular arms.

5 Bio-E for **Partial**, huge head and thick neck, long flexible torso sprouting its tentacular arms - clearly not human.

Full human looks is *not* available!

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Beak

ANIMAL ABILITIES

- Automatically have the **Ink Spray** ability (0 Bio-E cost); the mutant can eject an oily chemical that forms a blinding cloud in the air or water. This reduces visibility (and smell) within a 6 yard/meter square area to zero, making anyone within Blind, and lasts 1D4+1 minutes. Can be used four times per day.
- 5 Bio-E for the **Adhesion Suckers** ability; the mutant's limbs are lined with suckers that can adhere to surfaces providing a +50% bonus to the Climbing skill and allowing them to move at full Speed while Climbing or Crawling (instead of half). Opponents are -5 to Disarm any objects held by the mutant.
- 15 Bio-E for the **Instant Camouflage** ability; the mutant can instantly and continuously shift and change the color, texture, and pattern of its skin in startling detail to blend in with surroundings or display whatever color and patterns it wants and can imagine (useful for visual communication). The mutant gains +40% to the Prowl skill.
- 15 Bio-E for **Multi-Limb Coordination**; the mutant has a "sub-brain" for each limb, this grants a total of one extra action per round (*not* eight). They also gain +1 to Strike and Parry for each pair of limbs beyond the first that has "Full Hands" - for a maximum bonus of +3 if all four pairs of limbs are upgraded.
- 10 Bio-E for a pair of **Prehensile Tentacles**; an additional pair of limbs that serve as a Partial Hand each; the tentacles are long enough for the mutant to reach out to manipulate, attack, or grab opponents and objects up to 4 yards/meters away. (Squid *only*)
- 5 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally, and can survive depths of up to 500 feet without any special diving gear or adverse effects.
- 10 Bio-E for Nightvision
- 5 Bio-E for Gills
- 5 Bio-E for Thick Skin, +20 SDC (Squid *only*)

OPOSSUM

ORIGINAL ANIMAL CHARACTERISTICS

Description: Opossums are the only marsupials native to North America. They are omnivores who feed on insects, small animals, fruit, and urban garbage. Often called "Possums," these animals are characterized by their white faces with a pointed snout, gray fur, sharp teeth, naked ears, and long hairless tails.

Size Level: 3

Length: up to 36 inches

Weight: 5-7 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 75

Attribute Bonuses: None

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, long triangular head with a wide jaw filled with tiny pointed teeth, naked ears, coarse silver fur, Partial Hands on rear legs, heavy body with short limbs, long naked tail.

5 Bio-E for **Partial,** coarse white fur, definite snout, long mouth, large ears, large squat body.

10 Bio-E for **Full,** pointed ears, large nose and eyes, coarse white hair, powerful build, and delicate hands.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws (climbing)
- 5 Bio-E for 1D6 Teeth

ANIMAL ABILITIES

- 5 Bio-E for the **Play Dead** ability, at any time the mutant can fall down stiffly with its mouth gaping open and drooling a smelly greenish mucus around the lips, and its heart rate and respiration become almost impossible to detect. This state can be continued for up to two hours. The mutant is completely aware the entire time and can "return to life" anytime at will.
- 10 Bio-E for Prehensile Tail; extra limb used as a Partial Hand
- 10 Bio-E for Nightvision
- 5 Bio-E for Advanced Smell

OTTER

ORIGINAL ANIMAL CHARACTERISTICS

Description: There are two major varieties of these playful creatures. River Otters are found throughout North America. Sea Otters are much larger and live on the Pacific coast.

Size Level:

River Otter — 4
Sea Otter — 6

Length:

River Otter — up to 55 inches long
Sea Otter — up to 53 inches long

Weight:

River Otter — up to 20 pounds
Sea Otter — up to 60 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E:

River Otter — 55
Sea Otter — 45

Attribute Bonuses: IQ +2, ME +2, MA +2, PP +2, Spd +4

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, small head with ears on top, thick, flexible neck, long body, heavy fur pelt, short arms and legs, long furry tail.

5 Bio-E for **Partial,** small head with slight snout, long furry body, furry tail, short arms and legs with webbed fingers and toes.

10 Bio-E for **Full,** wide, flat nose, pointed ears, lean powerfully built body, slight webbing between fingers and toes.

NATURAL WEAPONS

None

ANIMAL ABILITIES

- 5 Bio-E for the **Sensor Whiskers** ability, the mutant can detect vibrations and movement in the water and air – the penalties for blindness are halved whether on land or underwater.
- 5 Bio-E Nightvision
- 5 Bio-E for **Natural Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally.
- 5 Bio-E for Hold Breath
- 5 Bio-E for Advanced Smell
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Touch

PIG & BOAR

ORIGINAL ANIMAL CHARACTERISTICS

Description: Domesticated pigs can be fattened up to huge proportions, making them efficient as an animal raised for meat, producing a large amount of food relative to their consumption. Boars are dangerous wild pigs imported to North America as a game animal. They are an invasive menace, devastate farmlands, and quick and dangerous to humans and animals alike with large sharp tusks and a highly aggressive temperament.

Size Level: 12

Length: up to 6 feet long

Weight: up to 800 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 25

Attribute Bonuses:

Pigs: IQ +2, MA +2, PS +2, PE +2, Spd +4

Boars: PS +4, PE +4, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large ears, tiny eyes, big head with flexible snout, large body, short thick limbs, a short skinny tail.

5 Bio-E for **Partial,** heavy head with small eyes and large ears, thick body and small arms and legs.

10 Bio-E for **Full,** large head, powerful body.

NATURAL WEAPONS

- 5 Bio-E for small 1D6 damage Tusks

  10 Bio-E for large 1D10 damage Tusks

ANIMAL ABILITIES

- 5 Bio-E for Advanced Smell
- 5 Bio-E for Thick Skin, +20 SDC

PORCUPINE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Porcupines have evolved a natural defense of bristling sharp quills. This makes them invulnerable to most predators who would otherwise like to include porcupines as a regular part of their diet.

Size Level: 5

Length: up to 3½ feet long

Weight: up to 40 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 65

Attribute Bonuses: ME +2, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, thick fur (quills are actually modified hairs), snouted face, heavy body and limbs, furry tail.

5 Bio-E for **Partial,** snouted faces, heavy fur, and large squat body.

10 Bio-E for **Full,** thick head and back hair, heavy powerful build, strong features.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)
- 5 Bio-E for 1D8 damage Teeth

ANIMAL ABILITIES

- 15 Bio-E for the **Quill Defense** ability; this is a kind of Natural Armor granting AR: 12 and +20 SDC. Any unarmed physical attack that rolls less than 12 contacts the quills and deals 1D12 damage to the attacker. The mutant deals a bonus 1D12 damage with unarmed physical melee attacks (including a Punch, Tackle, Ram, or Throw). Note that the quills are *not* "shot" out from the body, but are barbed and very dangerous to handle.
- 10 Bio-E for Advanced Smell

RABBIT

ORIGINAL ANIMAL CHARACTERISTICS

Description: Different kinds of rabbits and hares are found around the world. They are small vegetarians who depend on speed for defense against predators.

Size Level: 3

Length: up to 18 inches

Weight: up to 8 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E: 70

Attribute Bonuses: PP +2, Spd +8

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, widely spaced eyes, long ears at top of head, muzzle with whiskers, thick flexible neck, thick fur, powerful hind legs and a small furry tail.

5 Bio-E for **Partial,** large ears on top of head, small eyes, slight muzzle, thick neck and body, powerful hind legs.

10 Bio-E for **Full,** large pointed ears, widely spaced eyes, wide, flat nose, and powerful legs.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 5 Bio-E for Digging
  10 Bio-E for Tunneling
  15 Bio-E for Excavating
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

RACCOON

ORIGINAL ANIMAL CHARACTERISTICS

Description: Adaptable nocturnal scavengers.

Size Level: 4

Length: up to 38 inches long

Weight: up to 18 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 65

Attribute Bonuses: IQ +2, MA +2, PP +2, PE +2

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, heavy fur, white face with black "mask-like" patches over eyes, pointed muzzle, pointed ears on top of head, striped tail, short limbs, five-toed hands and feet.

5 Bio-E for **Partial,** white and black face markings, heavy fur, and large squat body.

10 Bio-E for **Full,** sharp nose and facial features, dark circles around the eyes, slightly pointed ears.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)

ANIMAL ABILITIES

- 10 Bio-E for Nightvision
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

RHINOCEROS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Rhinos are aggressive grazing animals inhabiting grasslands that are good runners and strong enough to overturn a truck. African Black and White Rhinos have two horns while the Asian Great Indian Rhino has just one.

Size Level: 20

Length: up to 6½ feet tall at shoulder

Weight: up to 8,000 pounds

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 0

Attribute Bonuses: PS +4, Spd +4

HUMAN FEATURES

Hands: 10 Bio-E for Partial, 15 Bio-E for Full

Biped: 10 Bio-E for Partial, 15 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, huge head with massive jaws and muzzle, tiny eyes and large ears, long, massive bodies with thick, powerful legs, three-toed hands and feet.

10 Bio-E for **Partial,** strong muzzle, tiny eyes, large ears on top of the head, massive body with naked, segmented skin, thick arms, and legs.

15 Bio-E for **Full,** very large jaw, nose, ears, and head; small eyes, bald, powerfully built body with thick arms and legs.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Horn
  10 Bio-E for 1D12 damage Horn

ANIMAL ABILITIES

- 10 Bio-E for light Natural Armor; AR: 8, SDC: +20
  20 Bio-E for medium Natural Armor; AR: 10, SDC: +40
  30 Bio-E for heavy Natural Armor, AR: 12, SDC: +60
  40 Bio-E for tough Natural Armor; AR: 14, SDC: +80
- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

RODENTS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Includes Mice, Rats, Guinea Pigs, Hamsters and a wide variety of other small animals including Pikas, which display similar characteristics but are more closely related to rabbits. All these animals are good scavengers and spend a lot of time underground.

Size Level:

Mice, Gerbils, Hamsters — 1
Rats, Guinea Pigs, Pikas — 2

Length:

Mice, Gerbils, Hamsters — up to 8 inches long
Rats, Guinea Pigs, Pikas — up to 14 inches long

Weight:

Mice, Gerbils, Hamsters — up to 1 pound
Rats, Guinea Pigs, Pikas — up to 5 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Mice, Gerbils, Hamsters — 85
Rats, Guinea Pigs, Pikas — 80

Attribute Bonuses:

Mice, Rats — ME +2, PP +2, Spd +4
Gerbils, Hamsters, Guinea Pig — MA +2, PP +2, Spd +4
Pikas — PE +2, PP +2, Spd +4

HUMAN FEATURES

Hands: Automatically Partial, 5 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, muzzled head with a pointed nose, widely spaced eyes, round ears on top of the head, thick fur, long furless tail, thick body with short arms and legs.

5 Bio-E for **Partial,** slightly muzzled head, ears on top of head, thick neck and body, short tail.

10 Bio-E for **Full,** sharp nose, thick hair, rounded body.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)
- 5 Bio-E for 1D6 Teeth

10 Bio-E for 1D10 damage Teeth with the **Gnawing Teeth** ability (all rodents *except* Pikas); unlike normal Digging, the mutant can chew through any kind of wood, clay, and crumbling stone at an inch per round, or hard plastics, ceramics, concrete and mortar at half speed. Bricks, stone, and metals cannot be chewed through.

ANIMAL ABILITIES

- Automatically have **Digging** (0 Bio-E cost)

10 Bio-E for Tunneling

20 Bio-E for Excavating

- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Touch (Pikas *only*)
- 10 Bio-E for Nightvision
- 10 Bio-E for Advanced Smell

SHARK

ORIGINAL ANIMAL CHARACTERISTICS

Description: Ancient aquatic apex predators found in every sea in the world, the great white shark is the most iconic but many different kinds and sizes exist. Listed is the common tiger shark.

Size Level: 19

Length: 10 to 14 feet long

Weight: 850 to 1,400 pounds

Build: Long

MUTANT CHANGES & COST

Total Bio-E: 0

Attribute Bonuses: PS +4, PP +2, Spd +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, large triangular head with widely spaced eyes, no visible ears, thick leathery skin, powerful body.

5 Bio-E for **Partial,** angled head, no ears, leathery skin, thick body with squat arms and legs.

10 Bio-E for **Full,** sharp facial features, small ears, hairless smooth skin, thick neck, and long limbs with powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D10 damage Teeth

10 Bio-E for 1D12+2 damage Teeth

ANIMAL ABILITIES

- 5 Bio-E for Electrosense
- 5 Bio-E for Advanced Smell
- 5 Bio-E for Gills
- 5 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a

+20% bonus if learned normally, and can survive depths of up to 500 feet without any special diving gear or adverse effects.

- 5 Bio-E for Thick Skin, +20 SDC

SHEEP

ORIGINAL ANIMAL CHARACTERISTICS

Description: This domesticated animal has been bred for meat and wool. Sheep are grazing animals found throughout the world.

Size Level: 6

Length: up to 5 feet long

Weight: up to 75 pounds

Build: Medium

MUTANT CHANGES & COST

Total Bio-E: 60

Attribute Bonuses: Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, long, triangular head with widely spaced eyes, long ears at the top of the head, thick wooly coat, powerful body with long, thin arms and legs.

5 Bio-E for **Partial,** muzzled head, large ears, wooly coat, thick body with thin arms and legs.

10 Bio-E for **Full,** widely spaced eyes, large ears, thick curly hair, thick neck, and powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Horns

ANIMAL ABILITIES

- 5 Bio-E for Advanced Hearing
- 5 Bio-E for Advanced Smell

SKUNKS

ORIGINAL ANIMAL CHARACTERISTICS

Description: Most skunks are of the striped or spotted variety, and use their stink glands as a defense against predators.

Size Level:

Striped — 3
Spotted — 2

Length:

Striped — up to 32 inches long
Spotted — up to 20 inches long

Weight:

Striped — up to 8 pounds
Spotted — up to 23 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E:

Striped — 70
Spotted — 75

Attribute Bonuses: ME +2, PE +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, heavy fur with prominent white stripes or spots, snouted face, heavy body and limbs, long furry tail.

5 Bio-E for **Partial,** white and black heavy fur, a squat body.
10 Bio-E for **Full,** white streaks in hair, powerful build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)

ANIMAL ABILITIES

- 15 Bio-E for the **Stink Spray** ability, a chemical (butyl mercaptan) musk that includes sulfuric acid. The musk can be sprayed up to 8 times per day as an action, and has a range of 10 feet. Victims who fail to save vs Toxin are incapacitated by nausea for 2D6 minutes. The spray's stench lasts 2D12 days and is nearly impossible to clean off. Characters with Advanced Smell are –4 to save.

SQUIRREL

ORIGINAL ANIMAL CHARACTERISTICS

Description: Squirrels are the most common wild mammal in urban areas. They live in the trees and have tremendous climbing abilities. Chipmunks and ground squirrels are similar but lack climbing claws. Flying Squirrels are the only kind that can glide.

Size Level: 1

Length: up to 20 inches long with tail

Weight: up to 1 pound

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 80

Attribute Bonuses: PP +2, Spd +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, snouted face with large eyes on sides, ears on top of head, thick fur, flexible body, long furry tail.

5 Bio-E for **Partial,** definite muzzle, ears on top of head, prominent fur, short tail.

10 Bio-E for **Full,** sharp features, thick hair, wiry build.

NATURAL WEAPONS

- 5 Bio-E for 1D6 damage Claws (climbing)
- 5 Bio-E for 1D6 Teeth

10 Bio-E for 1D10 damage Teeth with the **Gnawing Teeth** ability; unlike normal Digging, the mutant can chew through an inch of wood, clay, and crumbling stone per round, or hard plastics, ceramics, concrete, mortar at half speed. Bricks, stone, and metals cannot be chewed through.

ANIMAL ABILITIES

- Automatically have **Digging** (0 Bio-E cost)

10 Bio-E for Tunneling

20 Bio-E for Excavating

- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 10 Bio-E for Glide
- 5 Bio-E for Advanced Hearing

TURTLES

ORIGINAL ANIMAL CHARACTERISTICS

Description: Turtles live in a wide variety of environments, and vary greatly in size. Some are purely aquatic, others have adapted to deserts. The Teenage Mutant Ninja Turtles were mutated from the smaller pond turtles common throughout the world.

Size Level:

Pond Turtles — 1

Snapping Turtles — 8

Length:

Pond Turtles — up to 5 inches

Snapping Turtles — up to 40 inches

Weight:

Pond Turtles — under 1 pound

Snapping Turtles — up to 200 pounds

Build: Medium

MUTANT CHANGES & COSTS

Total Bio-E:

Pond Turtles — 90

Snapping Turtles — 50

Attribute Bonuses:

Pond Turtles — PE +2

Snapping Turtles — PS +2

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, just like the Teenage Mutant Ninja Turtles.

5 Bio-E for **Partial,** bald head, leathery neck, round body and soft shell.

10 Bio-E for **Full,** hard leathery skin, green eyes, bald.

NATURAL WEAPONS

- 5 Bio-E for 1D8 Claws (Snapping Turtle *only*)
- 5 Bio-E for 1D6 damage Bite

10 Bio-E for 1D10 damage Bite (Snapping Turtle *only*)

ANIMAL ABILITIES

- 5 Bio-E for light Natural Armor; AR: 8, SDC: +20

15 Bio-E for medium Natural Armor; AR: 10, SDC: +40

25 Bio-E for heavy Natural Armor; AR: 12, SDC: +60

35 Bio-E for tough Natural Armor; AR: 14, SDC: +80

- 5 Bio-E for Digging (Snapping Turtle *only*)
- 5 Bio-E for Hold Breath
- 5 Bio-E for **Master Swimmer**; the mutant is adapted to swimming, granting the Swimming skill if not learned, or a +20% bonus if learned normally, and can survive depths of up to 500 feet without any special diving gear or adverse effects.

WEASEL & FERRET

ORIGINAL ANIMAL CHARACTERISTICS

Description: Both short-tailed and long-tailed weasels are fearless carnivores. Their lifestyle is based on the constant killing of whatever prey is available, even animals much larger than themselves. They are long-bodied animals so narrow that they can fit into very small holes. Ferrets are more friendly and personable than weasels, making them popular pets.

Size Level: 1

Length: up to 18 inches (without tail)

Weight: up to 16 ounces

Build: Long

MUTANT CHANGES & COSTS

Total Bio-E: 80

Attribute Bonuses:

Weasels — ME +2, PS +2, PP +3, Spd +5
Ferrets — MA +2, PS +2, PP +3, Spd +5

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, pointed, triangular head with sharp snout, long furry body, short arms and legs, and a long furry tail. The fur is dark on top and white underneath with a black-tipped tail.

5 Bio-E for **Partial,** ears on top of the head, sharp snout, widely spaced eyes, thick chest fur, short tail, and large feet.

10 Bio-E for **Full,** very sharp features widely spaced eyes, long, thin body, thick head, and body hair.

NATURAL WEAPONS

- 5 Bio-E for 1D6 Claws (climbing)
- 5 Bio-E for 1D8 Teeth

ANIMAL ABILITIES

- Automatically have the **Tight Squeeze** ability (0 Bio-E cost), can fit through openings usually only small enough for an animal a quarter their Size Level.
- 20 Bio-E for the **Hyper Metabolism** ability; the mutant gains +2 to Initiative, +2 to Dodge, +1 action per combat round, and +10% to the Escape Artist skill. **Note:** This high metabolic rate must be supported with frequent naps and constant eating. The mutant needs to consume their own weight in food – at least half in meat– every day. They are also in constant motion and easily become fidgety or bored.
- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 10 Bio-E for Digging
  20 Bio-E for Tunneling
  30 Bio-E for Excavating
- 10 Bio-E for Nightvision
- 10 Bio-E for Advanced Smell

WOLVERINE

ORIGINAL ANIMAL CHARACTERISTICS

Description: Wolverines are northern carnivores with incredible endurance and can travel 20 or more miles a day through heavy snow in pursuit of prey. They are tough enough to kill animals many times their own size and will even drive away full-grown bears. Their sharp claws, strong bite, and ability to climb and dig to find prey, make them adaptable predators.

Size Level: 5

Length: up to 40 inches

Weight: up to 30 pounds

Build: Short

MUTANT CHANGES & COSTS

Total Bio-E: 60

Attribute Bonuses: IQ +2, ME +2, PS +2, PE +4

HUMAN FEATURES

Hands: 5 Bio-E for Partial, 10 Bio-E for Full

Biped: 5 Bio-E for Partial, 10 Bio-E for Full

Speech: 5 Bio-E for Partial, 10 Bio-E for Full

Looks: None, snouted head with small, widely spaced eyes, dark fur with a lighter band running over the eyes and along the sides, thick bushy tail.

5 Bio-E for **Partial,** snouted face, ears at top of the head, full body fur, small tail, and massive build.

10 Bio-E for **Full,** widely spaced eyes, thick dark hair with two streaks of light brown, massive powerful upper body.

NATURAL WEAPONS

- 5 Bio-E for 1D8 damage Claws (climbing)
  10 Bio-E for 1D12 damage Claws (climbing)
- 5 Bio-E for 1D10 damage Teeth

ANIMAL ABILITIES

- Automatically has the **Tough Hide** ability (0 Bio-E cost); mutant has +20 SDC, +4 to save vs cold, cold deals ½ damage.
- 5 Bio-E for the **Leaping** ability; doubles the mutant's normal Jumping distance.
- 10 Bio-E for Nightvision
- 10 Bio-E for Digging
- 10 Bio-E for Advanced Smell

STEP 5: FINAL DETAILS
ROUNDING OUT ONE'S CHARACTER

ALIGNMENT
EDUCATION & SKILLS
MONEY & EQUIPMENT
EXPERIENCE

This is the final part of creating a complete mutant animal player character. By the time you get to this section, you should already have rolled up the character's *attributes, type of animal,* and *background origins.* Then, *spending Bio-E to mutate,* you should have worked out the character's Size Level, Human Features, Animal Abilities, and optionally Psionic Powers.

CHOOSE AN ALIGNMENT

The next thing to do is to read the *Alignments* section and choose one for your character. Each alignment has a description of the possible motivations, moral codes, and traits for your own mutant animal hero (and any character with that alignment).

DETERMINE EDUCATION & SKILLS

In this section, you can "fill in" the rest of the character's background by selecting the skills they've learned. The exact number of Professional and Amateur skills was given to you when you rolled for your mutant animal's Origin. Now pick the appropriate skills in the Education Section that you feel best suits your character, applying any bonuses listed under their origin.

Combat Training Note: Most characters only have access to Basic, Expert, and Martial Arts combat training. Assassin, Feral, and Ninjutsu combat are special and limited to certain Origins, though the Game Master may allow characters who learn the required skills to swap their Martial Arts training to Ninjutsu, see *Ninjutsu (Special)* in the *Combat Training* section for details.

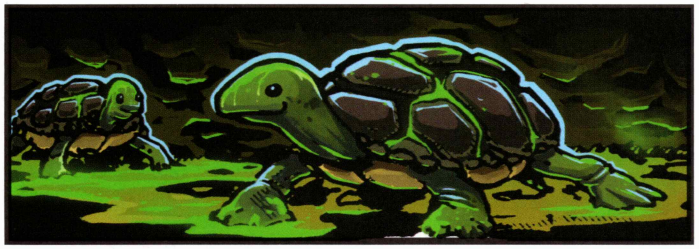
DETERMINE MONEY & EQUIPMENT

Using your character's money, and with your Game Master's permission, you may purchase additional equipment, weapons, or supplies listed in the *Weapons & Equipment* section.

The money available to your character was also determined when you rolled your mutant's Origin. Gain the money and items listed. Be sure to carefully read the *Scavenging Equipment* and *Contraband Equipment* sections before making your purchases.

EXPERIENCE THE GAME

When you do all of this, you will find that you have a complete and satisfying character ready to play. It may be a good idea to read through the sections on *Experience* and *Vigilantes* before starting to give you some ideas on how best to role-play in a **Teenage Mutant Ninja Turtles & Other Strangeness** game.



ALIGNMENTS

THE ALIGNMENTS

Good: Principled and Scrupulous

Selfish: Unprincipled and Anarchist

Evil: Miscreant, Aberrant, and Diabolic

Alignments are an important factor in developing a character's attitudes and moral principles. *All players **must** choose an alignment for their character.*

HEROES

Most heroes will be of a good alignment – Principled or Scrupulous. These characters have a great regard for life, justice, and freedom. They will never (or rarely) intentionally take the life of *anyone*, even a villain.

ANTI-HEROES AND VIGILANTES

These characters are best suited to the selfish alignments of Unprincipled and Anarchist. The evil alignments of Aberrant and even Miscreant may apply depending on the character's regard or disregard for life, justice, and the law.

These characters tend to have their own code of ethics and views of justice which usually conflicts with the law and accepted social norms. Anti-heroes, and often vigilantes, are ruthless and merciless characters who blatantly break the law and violate the rights of the individual. It is not uncommon for either to threaten or beat up a person if they feel justified, break into homes and offices, steal documents, items (and even dirty money); destroy property, and act as judge, jury, and executioner! **The end always justifies the means!**

Many may argue that these are both appropriate and necessary actions to combat those villains who are "beyond the law." But in the eyes of the law and often broader society, these actions are just as illegal as the criminals these characters bring to *their* justice. The degree of violence, cruelty, and mercy is also a factor in an anti-hero alignment. Those who have a strong personal code of honor and regard for innocent people are likely to be Unprincipled or Aberrant. Anti-heroes who have little regard for others and have no code of honor are likely to be Anarchist or Miscreant.

CRIMINALS AND VILLAINS

Criminals and villains will always be of an evil or selfish alignment. The most common alignments will be Anarchist, Miscreant, Diabolic, and then Aberrant. Of course, anyone can break the law under the right circumstances. The following is a kind of general alignment categorization, though any criminal can be of any of the evil alignments or Anarchist:

Petty thieves, burglars, thugs, strongmen, stoolies, numbers runners, and flunkies tend to be of Anarchist and, especially, Miscreant alignments.

Armed robbers, murderers, drug dealers, upper-echelon gangsters, hit men, and similar tend to be of Miscreant alignment or possibly Diabolic, Anarchist, or Aberrant.

Especially brutal criminals, murderers, and rapists, are likely to be Diabolic or Miscreant.

NO NEUTRAL ALIGNMENTS

There is no such thing as an absolute or neutral alignment. An absolute, true neutral person could not make a decision, fight crime, go adventuring, kill, or take any action of any kind without leaning toward good, evil, or self-gratification. It is humanly impossible and is therefore eliminated in the context of this game.

I realize that some of the philosophers out there may disagree with this, but that's a topic for philosophical debate and not a factor of this game. Sorry, no neutrals; this is one of the very few definitive, unbending rules of this game.

GOOD ALIGNMENTS

PRINCIPLED, SCRUPULOUS

Because a character is of a good alignment, it does not make them a saint. Good characters can be just as irritating, obnoxious, and arrogant, even prejudiced and full of quirks. Likewise, they may find themselves stepping outside the boundaries of the law in their quest to combat evil and injustice. To these heroes, life and freedom are of the highest priority. Such a person can always be trusted in a life-and-death situation.

PRINCIPLED (GOOD)

Principled characters are, generally, the strong, moral character. Many superheroes are of principled alignment, with the highest regard for other's lives and well-being, truth, and honor. They will always attempt to work with and within the law.

PRINCIPLED CHARACTERS WILL...

1. Always keep their word.
2. Avoid lies.
3. Never kill or attack an unarmed foe.
4. Never harm an innocent.
5. Never torture for any reason.
6. Never kill for pleasure.
7. Always help others.
8. Always work within the law when possible.
9. Never break the law unless conditions are desperate. This means no breaking and entry, theft, torture, unprovoked assaults, etc.
10. Respects authority, law, self-discipline, and honor.
11. Work well in a group.
12. Never take "dirty" money or items.
13. Never betray a friend.

Note: Dirty money, including property, is money or items that belongs to criminals. It doesn't matter how the money or items were gained, the hero will not touch it even if destitute. As far as they are concerned it is blood money.

SCRUPULOUS (GOOD)

Scrupulous characters value life and freedom above all else and despise those who would deprive others of them. This type of hero is typically portrayed in many Clint Eastwood and Charles Bronson films; the person who is forced to work beyond the law, yet for the law, and the greater good of the people. They are not vicious or vindictive, but are driven to right injustice. I must point out that these characters will always *attempt* to work with or within the law whenever possible.

SCRUPULOUS CHARACTERS WILL...

1. Keep their word to any other good person.
2. Lie only to people of selfish or evil alignments.
3. Never attack or kill an unarmed foe.
4. Never harm an innocent.
5. Never torture for pleasure, but may use muscle to extract information from criminals or evil characters.
6. Never kill for pleasure - they always attempt to bring the villain to justice alive no matter how vile they may be.
7. Always help others.
8. Attempt to work within the law whenever possible.
9. Bend and, occasionally, break the law when deemed necessary. This means they may use strong-arm techniques, harass, break and enter, theft, and so on.
10. Distrust authority - fears the law may not be an effective weapon against crime. However, they will try not to blatantly break the law.
11. Work with groups, but dislike confining laws and bureaucracy (red tape).
12. Never take "dirty" money or items.
13. Never betray a friend.

SELFISH ALIGNMENTS

UNPRINCIPLED, ANARCHIST

Selfish alignments are not necessarily evil, but are characters who always have their own best interest and opinions in mind above all others.

UNPRINCIPLED (SELFISH)

This *basically good* person tends to be selfish, greedy, and holds their personal freedom and welfare above almost everything else. They dislike confining laws, self-discipline, and distrust authority. They view the law as well-intentioned, but clumsy and ineffective. Keeping their best interests in mind, they will always look out for themselves. This tends to be an arrogant, impetuous, schemer seeking the praise of millions and making a buck to boot. They are a freebooter who will do what they must to achieve their goals, stopping short of anarchy and a total disregard of the law. They are likely to be a vigilante type whose intentions are good, who tries to be fair and honest, but finds the law too confining to be effective. Thus, they go their own more efficient route (at least that's how they see it), working outside the law.

This character is also likely to take "dirty" money and items, with the concept that it will help them in their crusade against evil. An ironic twist of justice as they see it. After all, the loss of money or property will hurt the villains too. With this in mind, they may also destroy the property of known criminals. They will not deal in illegal activities, drugs, or take money from innocent or good people (only known criminals). The unprincipled character may associate with both good and evil characters, and often has paid informants, spies, and stoolies. They are often tempted to lie and cheat, and hate themselves for being loyal to their ideals and helping others. They are basically a good person.

UNPRINCIPLED CHARACTERS WILL...

1. Keep their word of honor.
2. Lie and cheat if necessary (especially to those of anarchist and evil alignments).
3. Not kill an unarmed foe (but will take advantage of one).
4. Never harm an innocent.
5. Not use torture unless absolutely necessary.
6. Never kill for pleasure; will attempt to bring the villain to justice alive, or ruin him.
7. Usually help those in need.
8. Rarely attempt to work within the law.
9. Blatantly break the law to achieve their crime busting goal.
10. Dislike and distrust authority, the law, and bureaucracy - feel they have been corrupted and abused.
11. Work with groups, especially if it serves their needs, is profitable, and/or they're in the limelight.
12. Take "dirty" money.
13. Never betray a friend.
14. Have a high regard for life and freedom.

ANARCHIST (SELFISH)

This type of character likes to indulge in everything. They are the insurgent, con man, gambler and high roller. The uncommitted freebooter who is more likely to be a crimefighter because they enjoy the thrill of danger and excitement than any cause. This character will at least consider doing anything if the price is right, or the challenge great. Like moths drawn to a flame, the anarchist is attracted to the lure of the impossible, dangerous, and the underdog. These people are intrigued by power, glory and wealth. Life has meaning, but theirs has the greatest meaning. Innocent lives are protected, but occasionally some must be sacrificed for the greater cause.

Laws and rules infringe on personal freedom and were meant to be broken. The Anarchist will not hesitate to use strong-arm techniques, breaking and entering, theft, harassment, destruction of private property, and so on. This includes acting as judge, jury, and executioner. After all, there is the wrong way and their way. These characters are usually the daring vigilante or anti-hero who feels the end justifies the means. The anarchist aligned person is always looking for the best deal and self-gratification and will work with good, selfish, or evil to attain their goals. The anarchist is continually teetering between good and evil; rebelling, and bending the law to fit their needs.

ANARCHIST CHARACTERS WILL...

1. May keep their word.
2. Lie and cheat if they feel it is necessary.
3. Not likely kill an unarmed foe, but will certainly knockout, attack, or beat up an unarmed foe.
4. Never kill an innocent (but may harm or kidnap).
5. Use torture to extract information, but not likely to do so for pleasure.
6. Seldom kills for pleasure.
7. Not likely help someone without some ulterior motive (even if it's only to show off).
8. Rarely work within the law unless it serves their purpose.
9. Constantly break the law to achieve their goals.
10. Have little respect for authority, the law, or self-discipline.
11. Often not work well within groups; tend to do as they please despite orders to the contrary.
12. Take "dirty" money or items without hesitation.
13. May betray a friend.

EVIL ALIGNMENTS
MISCREANT, ABERRANT, DIABOLIC

All evil characters are not bent on global domination or universal genocide. They are not maniacal people actively seeking to harm innocent people. Nor are all evil characters sadistic and untrustworthy. Many evil characters may actually seem kind or likable.

There is nothing wrong with playing an evil character, although they may not survive too long if they betray or harm too many people. This is fantasy role-playing, not reality. You can play any type of character you desire, However, if an evil character is chosen be prepared to play in character.

Evil alignments are a step beyond the self-gratification of the selfish alignments. Evil characters are ruthless individuals who are willing to say or do anything to achieve their goals. Human life has little meaning to them, and friends tend to be (but not always) people to use and discard when they are no longer of value. Evil aligned people do not automatically slay any good aligned person because of different ethics and philosophy. All the better to use good to achieve their own goals, for the end always justifies the means.

Game Masters, if a good character ignores their alignment guidelines – betraying friends, breaking the law, using unnecessary violence, etc. – drop their alignment to the appropriate selfish or evil alignment.

MISCREANT (EVIL)

This self-serving, unscrupulous character is out only for themself. Power, glory, wealth, position, and anything that will make their life more comfortable or pleasurable is the goal. It doesn't matter who gets caught in the middle, as long as they come out smelling like a rose. This person will lie, cheat, and hurt anyone to attain their personal goals.

If a miscreant character becomes a vigilante/hero it will be for some personal reason or vendetta. This character can be no more than an anti-hero unless they change their ways. (Yes, just as good characters can fall into an evil alignment, evil aligned characters can upgrade themselves into good alignments. To change to a good alignment, the character must work at it and not break the guidelines set for that specific alignment.)

MISCREANT CHARACTERS WILL...

1. Not necessarily keep their word to anyone.
2. Lie and cheat indiscriminately (good, evil, or selfish).
3. Kill an unarmed foe as readily as they would a potential threat or competitor.
4. Use or harm an innocent.
5. Use torture for extracting information and pleasure.

6. Possibly kill for sheer pleasure.
7. Feel no compulsion to help others without some sort of tangible reward.
8. Have no deference to the law, but will work within the law if they must.
9. Blatantly break the law for their own goals and pleasure.
10. Dislike and distrust authority and the law.
11. Work with others if it will help them attain personal goals.
12. Take "dirty" money and "hot" goods without hesitation.
13. Betray a friend if it serves their needs.
14. Have little respect for other's lives.

ABERRANT (EVIL)

The cliché that there is "no honor among thieves" is false when dealing with the aberrant character. This is a person who is driven to attain their goals through force, power, and intimidation. Yet the aberrant person stands apart from the other evil characters, because of their own, personal, code of ethics (although twisted ethics by the standards of good). They expect loyalty from their minions, punishing disloyalty and treachery with a swift, merciful death. An aberrant person will always keep their word of honor and uphold any bargains. They will define their terms and live by them, whether anyone else likes it or not.

If an anti-hero, they will completely disregard the law and deal out justice as they see fit. They will never be cruel or vindictive and will always be absolutely positive that the person is guilty before they deal out their brand of justice. However, once they condemn a person, they will see to it that the person is destroyed. When they act, they strike without mercy.

Villain or anti-hero, the aberrant character looks upon people without honor or loyalty as worthless and disgusting lowlifes. They will not allow anyone to interfere with their activities.

Don't think of aberrant characters as misguided good guys. They will break all laws with impunity, harass their victims, destroy property, beat, and murder. This applies to villains and anti-heroes. Only their methods and degree of violence *may* vary.

ABERRANT CHARACTERS WILL...

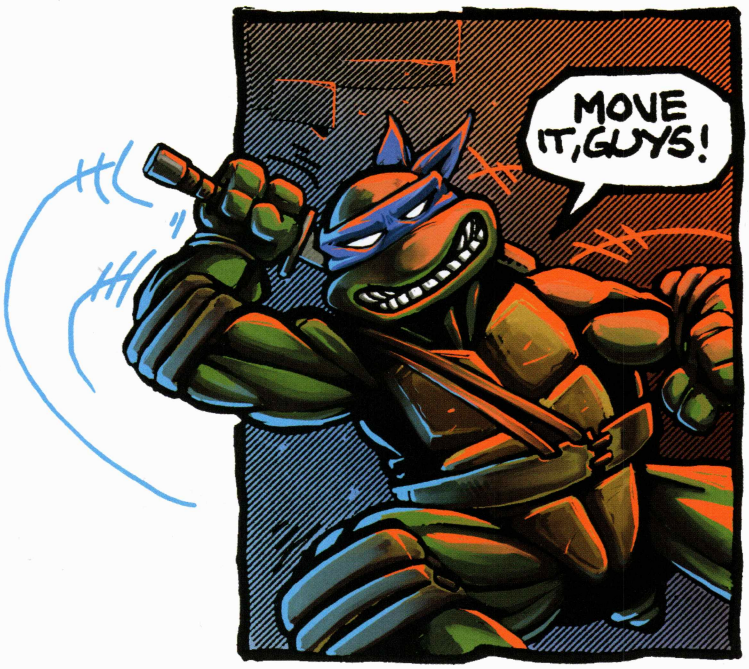
1. Always keep their word of honor (they *are* honorable).
2. Lie to and cheat those not worthy of their respect; good, selfish, or evil.
3. May or may not kill an unarmed foe.
4. Never kill an innocent, particularly a child, but may harm, harass, or kidnap.
5. Never torture for pleasure, but will use it to extract information.
6. Never kill for pleasure; will always have a reason.
7. May or may not help someone in need.
8. Rarely attempts to work within the law.
9. Break the law without hesitation.
10. Have no use for the law or bureaucracy, but has respect for honor, self-discipline, and the concepts of law and order.
11. Work with others to attain their goals.
12. May take "dirty" money, depending on the circumstances.
13. Never betray a friend.

DIABOLIC (EVIL)

This is the category where the megalomaniacs, violent, and most despicable characters fall. This is the cruel, brutal killer who trusts no one and has no value for any life other than their own. A diabolic person will crush anyone or anything that gets in their way. They will lie, cheat, use, and abuse anyone not more powerful than themselves. Aberrant aligned characters find these dishonorable people just as revolting as good aligned characters.

DIABOLIC CHARACTERS WILL...

1. Rarely keep their word (they have no honor).
2. Lie to and cheat anyone.
3. Most certainly attack and kill an unarmed foe.
4. Hurt and kill an innocent without a second thought, or for pleasure.
5. Use torture for pleasure and information.
6. Kill for sheer pleasure.
7. Likely help someone, but only on a whim.
8. Rarely attempt to work within the law.
9. Blatantly break the law.
10. Despise honor, authority and self-discipline - views them as weaknesses.
11. Not work well within a group - constantly disregards orders and vies for power or command.
12. Always take "dirty" money, hot goods, drugs, etc.
13. Betray a friend - after all, you can always find another friend.
14. Associate mostly with other evil alignments.



EDUCATION & SKILLS

The number and kind of skills available to a character are determined by their Origin and background.

WHEN TO MAKE SKILL CHECKS

Roll skill checks only under dangerous circumstances or when dramatically appropriate, *not* for mundane tasks. **For Example:** A character shouldn't check their Pilot Automobile skill to drive to work most days. The exception would be if something dangerous or dramatic takes place – a truck carrying toxic chemicals crashes right in front of them, or they accept the challenge to drag race another car at a stop light, etc.

TASK DIFFICULTY

The Game Master decides if a task is easier than usual (say Prowling on a foggy night), or more difficult (for instance Prowling through a freshly mowed field in broad daylight). In such cases they may add a bonus of +5% to +20% to an easy skill check, or penalty of -5% to -20% to a difficult one.

REQUIRED TOOLS OR MATERIALS

In addition to modifiers for task difficulty, the Game Master may rule that certain tools or materials are required to perform the base task; sometimes the task is impossible without basic tools or materials. When the task is possible, the GM may decide that certain tools or materials confer a bonus or penalty to the skill roll; this is usually in the plus or minus 5% to 20% range, similar to task difficulty. **For Example:** A character wants to fix damage to their car's engine after a high speed chase and shootout. However, they have no tools. They could buy a pocket multi-tool at a gas station, but have access to a toolkit at a friend's place nearby, or a body shop if they can make it to the next town. The GM decides:

- No Tools: the Automotive Mechanics check is impossible.
- Multi-Tool: the task is possible, but at a -20% penalty.
- Tool Kit: the task is possible at no penalty.
- Auto Mechanic Shop: roll for the task at a +10% bonus!

PHYSICAL OR MENTAL TRAUMA

Executing a skill while calm and collected is one thing. Doing it while distracted by combat, ill or in pain (Hit Point damage), or frightened because you just watched your friend die is another. The GM may impose a reasonable penalty of up to -20%.

A FEW NOTES ABOUT SKILLS

Q: Can you have a 100% or higher skill check?

A: No. No matter your skill percentage or bonuses, the maximum possible skill check is 95%; rolls of 96-100 *always* fail!

Q: Are physical skill bonuses cumulative?

A: Yes, players should decide what areas are most important to their character and select the appropriate skills to bolster them. Physical Attributes (PS, PP, PE, Spd), SDC, and combat bonuses (Strike, Parry, Dodge, etc.) are granted by many physical skills. *All* such bonuses are cumulative, so the +2 PS from Body Building and the +1D4 PS from Boxing would add a total of 1D4+2 to a character's Physical Strength.

SKILL TYPES

COMMON SKILLS

The most rudimentary skills are learned through everyday living and <u>are known by *all* characters</u>, even if not listed in stats:

- **Basic Academics:** Measures the ability to count, do simple math, and speak and read their native language (*usually* the common local language). This also includes basic understanding of history, geography, pop culture, simple social or scientific concepts, etc. **Base Skill:** 25% +5% per level up. **Special Bonus:** *Add the character's Education Bonus.*
- **Basic Athletics:** Ability to climb, prowl, swim, balance, etc. without formal Physical skill training, which provides a better chance of success. **Base Skill:** 25% +5% per level up.
- **Perception:** Ability to use the five senses (vision, hearing, smell, touch, and taste) to notice something. Includes situational awareness, threat detection, and attention to detail; e.g. searching a room, standing watch, etc. Advanced senses provide a bonus. **Base Skill:** 40% +5% per level up.

PROFESSIONAL SKILLS

Professional skills are learned by formal education via a skill program like high school, college, military, or on-the-job training.

AMATEUR SKILLS

Amateur skills are learned and developed on one's own through observation, practice, hobbies, and self-education.

EDUCATION BONUS

The Education Bonus is determined by the character's Origin and reflects years and intensity of study, which directly translates to a *one-time* bonus applied to the Basic Academics skill and all Professional skills (do *not* add this bonus to Amateur skills). This bonus is in addition to any potential skill bonus for high IQ

SKILL RESTRICTIONS

- **Espionage and Military** skills are specialized training that can only be taken if specifically listed in the character's Origin.
- **Combat Training** types are mutually exclusive, a character can only know one. However, a character *can* improve their combat training by using a skill selection to learn Basic, improve Basic to Expert, etc. See the *Experience* section for details on gaining Amateur skills after character creation.
- **Repeating skills** is not allowed, a character can't choose the same skill twice to get increased bonuses or.

PROFESSIONAL VS AMATEUR SKILLS

Some skills are in both the Professional Skill List and the Amateur Skill List, such as Computer Operation and Photography. In these cases, the skill is basically the same, however, the Education bonus is not be applied to the Amateur skill.

The main difference between identical Professional and Amateur skills is the degree of knowledge and quality of the results. A cook or photographer with Professional skills is of commercial quality, while the same skills selected as Amateur means the quality is fairly competent, it does the job, and may even show great talent, but it varies from commercial standards.

PROFESSIONAL SKILLS BY CATEGORY

COMMUNICATIONS
Cryptography - 30%
Language - 50%
Laser - 40%
Optic Systems - 50%
Radio - 50%
Sensory Equipment - 40%
Surveillance - 40%
TV/Video - 50%

DOMESTIC
Cook - 40%
Dance - 40%
Fish - 40%
Musical Instrument - 40%
Sew - 40%
Sing - 40%

ELECTRICAL
Basic Electronics - 40%
Electrical Engineer - 50%

*ESPIONAGE
Concealment - 30%
Detect Ambush - 40%
Detect Concealment - 40%
Disguise - 40%
Escape Artist - 30%
Forgery - 30%
Impersonation - 40%
Interrogation - 40%
Palming - 30%
Pick Locks - 30%
Pick Pockets - 30%
Tracking - 30%
Wilderness Survival - 40%

MECHANICAL
Aircraft Mechanics - 40%
Auto Mechanics - 40%
Basic Mechanics - 30%
Computer Repair - 40%
Locksmith - 30%
Mechanical Engineer - 50%

MEDICAL
First Aid - 30%
Paramedic - 40%
Medical Doctor - 60/50%
Pathology - 40%
Forensics - 30%
Crime Scene Invest. - 30%

*MILITARY
Demolitions - 50%
Demolitions Disposal - 50%
Weapons Systems - 50%
Pilot Tank & APC - 50%
Pilot Combat Helicopter - 50%
Pilot Jet Fighter - 50%

PHYSICAL
Basic Combat[1]
Expert Combat[2]
Martial Arts Combat[3]

Acrobatics - 50/50%
General Athletics
Body Building
Boxing
Climbing - 50%
Fencing
Gymnastics - 40/60%
Prowl - 50%
Running
Swimming - 40%
Advanced Swimming - 50%
Wrestling

PILOTING
Automobile - 60%
Motorcycle - 60%
Truck - 60%
Helicopter - 60%
Propeller Aircraft - 60%
Jet Aircraft - 60%
Sail Boat - 60%
Motor Boat - 60%

SCIENCE
Astrophysics - 30%
Biology - 40%
Botany - 40%
Chemistry - 40%
Analytical Chemistry - 50%
Basic Mathematics - 40%
Advanced Mathematics - 50%

TECHNICAL
Art - 40%
Computer Operation - 50%
Computer Programming - 40%
Navigation - 50%
Photography - 40%
Writing - 40%

WEAPON PROFICIENCIES (WP)

Ancient Weapons
WP Blunt
WP Chain
WP Knife
WP Sword
WP Staff
WP Spear
WP Targeting (Ranged)
WP Paired (Weapon)

Modern Weapons
WP Handgun
WP Submachine Gun
WP Shotgun
WP Rifle
WP Heavy

*Military & Espionage skills can't be chosen unless listed in Origin.

AMATEUR SKILLS BY CATEGORY

COMMUNICATIONS
Language - 50%
Radio - 50%

DOMESTIC
Cook - 40%
Dance - 40%
Fish - 40%
Sew - 40%
Sing - 40%

ELECTRICAL
Basic Electronics

ESPIONAGE TYPE (ROGUE)
Escape Artist - 30%
Forgery - 30%
Palming - 30%
Pick Locks - 30%
Pick Pockets - 30%
Wilderness Survival - 40%

MECHANICAL
Basic Mechanics - 30%
Auto Mechanics - 40%

MEDICAL
First Aid - 30%

PHYSICAL
Basic Combat[1]
Elite Combat[2]
Martial Arts Combat[3]
General Athletics
Body Building
Climbing - 50%
Fencing
Gymnastics - 40/60%
Prowl - 50%
Running
Swimming - 40%
Advanced Swimming - 50%
Wrestling

PILOTING
Automobile - 60%
Truck - 60%
Motorcycle - 60%
Propeller Aircraft - 60%
Helicopter - 60%
Sail Boat - 60%
Motor Boat - 60%

SCIENCE
Basic Mathematics - 40%

TECHNICAL
Art - 40%
Computer Operation - 50%
Navigation - 50%
Photography - 40%
Writing - 40%

ANCIENT WP
WP Blunt
WP Knife
WP Sword
WP Targeting (Ranged)

MODERN WP
WP Handgun
WP Shotgun
WP Rifle

SKILL DESCRIPTIONS

COMMUNICATIONS

Cryptography: Skill in recognizing, designing, and cracking secret codes and messages. After 10 minutes of studying a code, the character can attempt to decipher it, but at a -10% chance. Otherwise, the character must study for two hours before every additional roll. **Base Skill:** 30% +5% per level up.

Language: Characters with the language skill can understand, speak, write, and read in a language other than their native tongue. Language is one of the few skills that can be selected repeatedly, so long as a different language is selected each time. **Base Skill:** 50% +5% per level up.

Laser: This skill provides the character with an in-depth knowledge of laser communication systems. **Base Skill:** 40% +5% per level up.

Optic Systems: Training covers a wide variety of optic systems, from video to optical enhancement devices to laser optics. The character will understand the operation of optical readings, recording, transmission, and use of special equipment like thermal imagers, passive light intensifiers, infrared, ultraviolet, etc. **Base Skill:** 50% +5% per level up.

Radio: This is the knowledge of the operation and maintenance of all sorts of radio equipment, including military radio systems, field radios, walkie-talkies, audio recording devices, wire laying, installation, radio procedure, communication security, and Morse code. **Base Skill:** 50% +5% per level up.

Sensory Equipment: Individuals with this training can maintain, understand, operate, and "read" or interpret sensory data from all types of conventional sensor devices. These devices include radar, sonar, motion detectors, surveillance equipment, optical enhancement, instrument panels, and so on. **Base Skill:** 40% +5% per level up. **Note:** Characters without this skill can not understand nor operate equipment common to air vehicles, radar, or detection/surveillance.

Surveillance: This is the study, understanding, and practice of the operation, methods, and techniques used to employ surveillance systems. Includes motion detectors, simple alarm systems, complex alarm systems, video and camera equipment, amplified sound systems, miniature listening devices (bugs, telephone tapping), recording methods, and some optical enhancement systems (specifically as they relate to camera lenses). **Requires:** Basic Electronics or Electrical Engineering. **Base Skill:** 40% +5% per level up.

Tailing, or following someone without their knowledge, is another form of surveillance. This also includes stakeout procedures. A failed surveillance roll indicates that the tail was spotted and the subject is aware of being observed or followed. A failed roll in the use of equipment indicates ruined or garbled recording (not usable) or malfunction. Bugging equipment can be easily located or noticed through the course of casual activity if a character fails their surveillance roll while planting it.

TV/Video: Techniques and understanding of video and audio, recording, editing, special effects, transmission, and equipment. **Base Skill:** 50% +5% per level up.

DOMESTIC

Note: All domestic skills taken as a Professional Skill are of commercial caliber. If chosen as an Amateur Skill, the abilities are satisfactory but not according to commercial standards.

Cook: Skill in selecting, planning, and techniques in preparing meals. A cooking roll failure means that the food is not properly prepared - it is edible but tastes lousy (greasy, too spicy, sickeningly sweet, sour, burnt, leaves a bad aftertaste in the mouth, etc.). **Base Skill:** 40% +5% per level up.

Dance: A practiced skill in the art of dancing, the character is especially smooth and graceful; a joy to dance with. Can improvise or learn new dance steps and moves much more quickly than somebody who does not have this skill, and repeat them flawlessly. **Base Skill:** 40% +5% per level up.

Fishing: The fundamental methods and enjoyment of the relaxing sport of fishing. Areas of knowledge include the use of lures, bait, poles, hooks, lines, and the cleaning and preparation of fish for eating. Also includes a basic knowledge of freshwater fish, their habits and taste. **Base Skill:** 40% +5% per level up.

Musical Instrument: The individual has learned to play a particular musical instrument with a fair amount of skill. The sound is generally pleasant (except when a bad roll is made). Note that each specific instrument requires a separate selection of this skill. For example: A character who wants to play the guitar, violin, and harmonica must select this skill three different times. **Base Skill:** 40% +5% per level up.

Sewing: The practiced skill with the needle and thread to mend, layout, cut, sew patterns, and do alterations. As a Professional Skill, this is the tailoring ability. **Base Skill:** 40% +5% per level up.

Sing: The simple ability to read music and carry a pleasant tune. **Base Skill:** 40% +5% per level up.

ELECTRICAL

Basic Electronics: This is a rudimentary understanding of the principles of electricity, simple circuits, wiring, and so on. This person can do basic wiring, repair appliances, and read schematics. They can also act as an assistant to an Electrical Engineer, reducing total work time for a task. **Requires:** Basic Mathematics. **Base Skill:** 40% +5% per level up.

Computer Repair: Knowledge of the internal electronics of computers and related devices (terminals, printers, etc.). The character can attempt to repair, sabotage, or fix computers. Note that figuring out a repair problem requires one roll, and the character must roll again to actually fix it. No computer operation or programming skills are included. **Base Skill:** 40% +5% per level up.

Electrical Engineer: Knowledge of electricity. Characters can diagnose and locate electrical problems, repair complex electrical devices, wire entire buildings or vehicles, and build electrical equipment. The character can attempt to bypass security systems and burglar alarms at a –25% penalty; if the Surveillance Systems skill is also taken, then there is a +10% bonus instead. **Requires:** Advanced Mathematics, Basic Electronics. **Basic Skill:** 50% +5% per level up.

ESPIONAGE

Concealment: The practiced ability of hiding something on one's body or in hand usually by continually moving it around from hand to hand or place to place unnoticed. Objects must be no larger than 14 inches in height and length, 6 inches in width, and weigh 10 lbs or less. The smaller and lighter the item such as a knife, gem, small sack, scroll, etc., the easier it is to conceal. Larger items such as a book, club, statue, or other similarly larger and heavier objects are more difficult to conceal on one's person for obvious reasons. Giant size characters can add six inches to the size and six pounds to the weight. A penalty of –5% applies to items over 7 inches (remember 14 inches maximum) because it is a more difficult size. Items larger than 14 inches are impossible to conceal. **Base Skill:** 30% +5% per level up.

Detect Ambush: Training that develops an eye for spotting locations and terrain suitable for ambushes and being ambushed. It also provides a rudimentary knowledge of guerrilla tactics used by the enemy. **Base Skill:** 40% +5% per level up.

Detect Concealment: This is a skill that enables the individual to spot and recognize camouflage, tricks, concealed huts, buildings, and vehicles, as well as the ability to construct unobtrusive shelters that blend into the environment. **Base Skill:** 40% +5% per level up.

Disguise: The character knows how to apply makeup, wigs, putty, and other special effects, in order to alter their own appearance or that of someone else. **Base Skill:** 40% +5% per level up.

Escape Artist: The character will know the methods, principles, and tricks of escape artists. By tensing and relaxing muscles, and flexing and popping joints, the character can try slipping out of handcuffs, straight jackets, etc. Also includes a knowledge of knots and the ability to conceal small objects on the person. **Base Skill:** 30% +5% per level up.

Forgery: The technique of making false copies of official documents, signatures, passports, I.D., and other printed material. The character must have an original or photocopy to work from in order to make an accurate copy. Skilled forgers can recognize other counterfeits. **Base Skill:** 30% +5% per level up.

Impersonation: This skill enables a person to impersonate another person or general type of personnel (soldier, worker, mailman, etc.). This means the person must have a rudimentary (if not comprehensive) knowledge of the person or general type of personnel that they are impersonating. This includes a knowledge of that person or type of person or job, work procedure or protocol, local laws and customs, individual habits, dress/uniform/lifestyle, hierarchy of command/leadership, rank, and speaking the proper language(s). **Base Skill:** 40% +5% per level up.

Impersonating a specific individual (which may require weeks of study and special disguise), is done at a -20% penalty.

The success of one's impersonation is only determined after exposing oneself to those whom you wish to trick. A successful impersonation requires the player to roll under his skill for each of his first *three encounters*. Afterward, the character must roll under his skill for each encounter with an officer, ranking official, or close friend or family member. If interrogated or questioned, they must successfully roll for every other question or be revealed as an imposter. A failed roll means the impersonation has failed, and the character may be in danger.

Interrogation: This skill includes training in the questioning of prisoners, captives, and informers and the assessment of that information. The character knows the techniques to get information from unwilling subjects. This includes such old methods as "good cop, bad cop" (one interrogator is threatening and intimidating, the other is sympathetic and friendly), deceiving and misleading the subject into giving away information, and similar methods. They can also judge if the subject is lying. This skill also includes some basic knowledge on methods of torture, from basic tactics like depriving the subject of sleep, to the old "medieval" instruments, and drugs. Note: The Game Master might assess bonuses and penalties depending on how good a liar the subject is, or their ME, MA and PB; the higher these are, the more convincing they are. **Base Skill:** 40% +5% per level up.

Palming: Simply the ability to pick up and seemingly make a *small* object such as a coin, key, playing card, knife, etc. disappear by hiding or concealing it in one's hand. Adds a bonus of +5% to the pick pocket skill. **Base Skill:** 30% +5% per level up.

Picking Locks: The character knows the methods, techniques, and tools for picking/opening key, and basic, tumbler-type locks. It takes 1D6 combat rounds for each attempt to pick a lock. A failed roll means the lock holds; try again. **Base Skill:** 30% +5% per level up.

Pick Pockets: The ability to remove items from a person without them being aware of it. If a pick pocket attempt fails, the item has *not* been removed and there is a 67% likelihood of the intended victim recognizing the intent of action. **Base Skill:** 30% +5% per level up.

Tracking: Visual tracking is the identification of tracks, and following the path of men or animals by the signs they leave on the ground and vegetation. Tracking is a precise art that requires much practice. The skill includes the evaluation of tracks, indicating whether the person being tracked is loaded down with equipment, running, moving slowly (by measuring the space between steps), male, female, walking backward, injured (staggered footprints), and so on. By this means, the tracker

can estimate the person's rate of movement, apparent direction, the number of persons in the party, and whether the person knows he's being followed. Other methods of tracking require recognizing the telltale signs, such as blood and other stains, broken and displaced vegetation, overturned rocks; litter, such as cigarette butts, ration cans, candy wrappers, soiled bandages, and remains of campfires, and even odors carried by the wind.

Tracking includes the recognition of dangerous animals by their tracks, habits, and feces. Likewise, vehicle tire tracks can reveal size and type of vehicle, weight of load, etc.

Counter-Tracking techniques are also known, including covering one's trail and avoiding obvious pitfalls, such as littering, misdirection, parallel trails, and others.

A **failed roll** means that the signs are inconclusive, vague, or misleading. Additional signs must be found to verify and clarify (roll again). Three, consecutive, failed rolls mean the tracker has completely lost the trail. Roll once every 40 yards/meters when *following* a trail. People attempting to follow a skilled tracker are –20% in following their trail, if they are deliberately trying to conceal that trail (however, rate of travel is reduced by half). **Base Skill:** 30% +5% per level up.

Wilderness Survival: Techniques for getting water, food, shelter, and help, when stranded in wild forests, deserts, or mountains. Characters without this skill will not be able to stay healthy for more than a few days in the wilderness after supplies run out. **Base Skill:** 40% +5% per level up. **Special Bonus:** Tracking and Botany each add a +5% bonus to this skill.

MECHANICAL

Aircraft Mechanics: The understanding and ability to repair, rebuild, modify, and redesign conventional aircraft; including single and twin-engine airplanes, fan jets, jets, fighter jets, helicopters, and shuttlecraft. **Base Skill:** 40% +5% per level up.

Automotive Mechanics: Ability to repair, rebuild, modify, and redesign conventional vehicles with internal combustion (gas) engines, as well as bodywork, turbine engines, and diesel truck engines. **Base Skill:** 40% +5% per level up.

Basic Mechanics: A general familiarity and understanding of basic mechanical maintenance and repair. This character can fix a toaster, repair a bicycle, replace a belt on a motor, repair or replace a switch, handle or knob, replace a spark plug, change oil, assist in automobile repairs, maintain machinery, read schematics, and similar fundamental tasks. **Base Skill:** 30% +5% per level up.

Locksmith: The practiced study of lock designs, and the ability to repair, build, modify, and "open" locks. The methods, techniques, and tools of lock picking include the old style key and tumbler, combination, and modern electronic locking systems. Time Requires: 1D4 melees to open an antiquated key-type lock; 1D6 minutes to open an elaborate tumbler type; 1D6 minutes to open a simple electronic lock (usually by patching in a bypass system); and 2D6 minutes to break a complex, state of the art electronic system, such as those used in high security and restricted areas.

If a roll is failed, the lock is not opened and the process must be repeated. If an attempt to open an electronic lock fails, roll to see if the lock has been irreparably damaged; 33% chance. If damaged, the lock *cannot* be opened. **Base Skill:** 30% +5% per level up. **Special Bonus:** Basic Electronics adds a +5% bonus to this skill.

Mechanical Engineer: Training, understanding, and knowledge of how machinery is designed, operated, built, and maintained. Characters can attempt to redesign, modify, sabotage, repair, or construct mechanical devices. **Requires:** Advanced Mathematics, Basic Electronics, Basic Mechanics. **Base Skill:** 50% +5% per level up. **Special Bonus:** +5% to Locksmith skill and +5% to Surveillance Systems skill.

MEDICAL

HEALING SKILLS

Note: A failed roll means the patient has not responded to treatment or that the treatment has been improperly administered. Another character can immediately attempt to apply medical aid, or the same character can try again after they have spent 2D12 minutes on further examination, concentration, and possible research. **For serious injury, illness, or coma**, roll three times consecutively. A roll of two successful out of three means the patient is properly treated or their condition is stabilized.

First Aid: Rudimentary medical treatment which includes how to bandage wounds, stop bleeding, administer CPR or artificial respiration, as well as use antiseptics, painkillers, and common anti-inflammatory drugs. **Base Skill:** 30% +5% per level up. **A failed roll** means the patient did not respond to treatment or that treatment was improperly applied.

Paramedic: Medical emergency treatment that includes *all* first aid techniques, setting broken bones, suturing wounds, use of oxygen and emergency equipment, use of drugs, knowledge of how to move a critically injured person, and other lifesaving techniques. **Base Skill:** 40% +5% per level up.

Medical Doctor: The character needs a Ph.D. (doctorate degree), with a Master of Science degree, to be a practicing doctor. Areas of training/study include: clinical skills, medical discipline, code of ethics, laboratory skills, techniques, methods of data collection, physiology (muscles, respiratory, blood, body fluids); fundamentals, principles, and procedures of pathology (diseases, their structure, and function), and rudimentary pharmacology (use, reaction, and interaction of drugs). The medical doctor (M.D.) is also trained in surgical procedures (they are a surgeon). **Requires:** Pathology. **Base Skill:** 60/50% +5% per level of experience; the first percentile number indicates the ability to diagnose a problem and the second is the ability to successfully treat it.

MEDICAL TRAINING SKILLS

Crime Scene Investigation: The procedures, methods, and techniques in police crime scene investigation, including protecting the integrity of a crime scene, gathering and preserving evidence, fingerprinting, recognizing and preserving DNA evidence, ballistics (matching bullets to weapons and angles of impact), and finding, processing and analyzing clues and evidence. **Requires:** Biology, Chemistry, Advanced Mathematics. **Base Skill:** 30% +5% per level up. **Special Bonus:** +5% to the Perception skill.

Forensics: Forensic medicine, the proper medical procedure of performing an autopsy on a corpse, finding evidence regarding the time of death, cause of death, age and sex of the victim, identifying physical trauma, internal injury, the presence of toxins, and other details related to the condition of the body and cause of death. **Requires:** Analytical Chemistry, Pathology. **Base Skill:** 30% +5% per level up.

Pathology: This is the branch of medicine that deals with the nature of diseases, their causes and symptoms, and the functional and structural changes caused by disease. Training includes anatomy, physiology, cell biology, manifestation of disease, tissue injury and repair, abnormal cell structure, metabolism, diagnosis of human disease, tissue culture methods and applications, analysis of drugs in biological samples and laboratory research, investigative methods, and use of instruments, tools, and equipment. **Requires:** Biology and Chemistry. **Base Skill:** 40% +5% per level up.

MILITARY

Demolitions: This skill provides the person with advanced knowledge in the use and workings of explosives and detonation devices for the purpose of blowing up bridges, buildings, and sabotage. This includes all types of explosives, such as mines, dynamite, plastics, nitro, blasting caps, etc. It also includes a basic understanding of the strategic placement of mines and booby traps. This will increase a character's awareness of suspicious rope, string, and wire. **Requires:** Chemistry, Basic Mathematics. **Base Skill:** 50% +5% per level up. **A failed roll** means a dud; no explosion. **Special Bonus:** Advanced Mathematics, Basic Electronics, and Analytical Chemistry each add a +5% bonus to this skill.

Demolitions Disposal (or Explosive Ordnance Disposal): This skill enables the character to safely defuse unexploded ordnance including mines, bombs, explosive booby traps, dud artillery rounds, dud explosive charges, or any other explosive device (UXOs). **Requires:** Chemistry, Basic Mathematics. **Base Skill:** 50% +5% per level up. **A failed roll** means the item explodes without warning. **Special Bonus:** Detect Concealment, Advanced Mathematics, Basic Electronics, and Analytical Chemistry each add a +5% bonus to this skill.

Pilot Tank & APC: The piloting of armored assault vehicles, including armored all-terrain vehicles, amphibious recon, and other armored heavy vehicles and construction vehicles. **Base Skill:** 50% +5% per level up.

Pilot Combat Helicopter: Knows combat tactics and maneuvers of helicopters. **Requires:** Pilot Helicopter, Sensory Equipment. **Base Skill:** 50% +5% per level up.

Pilot Jet Fighter: Training in the flying, maneuvering techniques, and weapons of jet fighter planes. **Requires:** Pilot Jet Aircraft, Sensory Equipment. **Base Skill:** 50% +5% per level up.

Weapons Systems: Understanding of weapon units and peripherals incorporated in vehicles, including a vast variety of military guns, lasers, particle beams, auto cannons, missile launchers, and so on. Characters without this skill will be able to operate them only if skilled in piloting that vehicle (like Pilot Helicopter, etc.), but have no bonus to strike and never have the Initiative. **Base Skill:** 50% +5% per level up. **Special Bonus:** +2 to Strike with vehicle mounted weapons.

PHYSICAL

COMBAT TRAINING (HAND TO HAND)

See the *Combat Training section* for bonuses and abilities.

Basic Combat Training: Provides the fighting techniques taught in military basic training or in self-defense. Counts as *one* skill.

Expert Combat Training: An advanced form of self-defense and unarmed combat taught to commandos, elite bodyguards, etc. Counts as *two* skill selections.

Martial Arts Combat Training: This is one of many formal fighting styles (karate, kung-fu, etc.) with defined methods for advanced combat. Counts as *three* skill selections.

PHYSICAL TRAINING SKILLS

Acrobatics: Aerial feats of agility and strength, such as walking a tightrope, high wire, trapeze, and stunts performed above the ground. Other physical abilities include rolls, somersaults, leaps, and falls. Provides the following abilities:

50% +5% per level — Balancing, Walk Tightrope or Highwire

50% +5% per level — Jumping, Flip, or Tumble

+5% to Prowl and Climbing checks

+2 to Roll with Impact

+1 to PP, +1 to PE, +1D6 to SDC

Can Jump further than normal, see the *Movement Section.*

General Athletics: Training in, and enjoyment of, vigorous exertion for competitive sports, exercises, and contests of strength, endurance, and agility. Provides the following:

+1 to Parry and Dodge

+1 to Roll with Impact

+1 to PS, +1 to PE, +1D6 to Spd, +1D10 to SDC

Body Building: The building of muscle tone and body strength through weight lifting and exercise. Provides the following:

+1D4+1 to PS, +10 to SDC

Boxing: The classic art of fighting with fists in the West, plus legs in the East. Training builds the body and reflexes. When they get a Critical Strike with an unarmed melee attack, the character *automatically* Stuns their opponent for 1D4 rounds.

+1 Action per Round

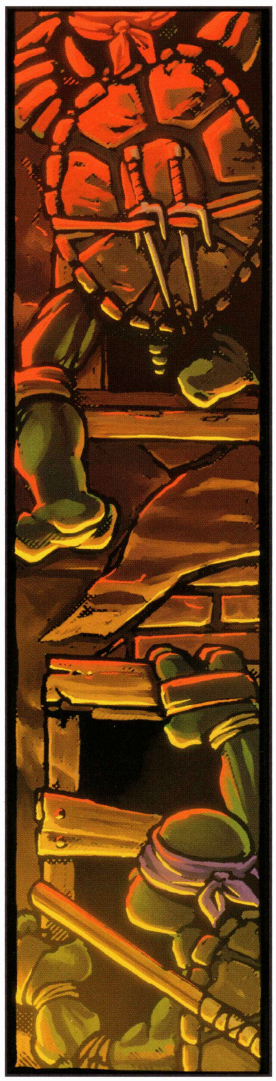
+1 to Parry, Dodge, and Pull Punch

+1 to PS, +1 to PE, +1D12 to SDC

Climbing: Knowledge of the tools and techniques for climbing up sheer surfaces. Roll once for every 5 yards/meters of a vertical climb. Climbers with this skill get a second roll to recover their hold with a failed check. **Base Skill:** 50% +5% per level up.

Rappelling is a specialized rope skill used to descend from helicopters, scale walls, and cliff facings; for game purposes it includes ascending and descending climbs. **Base Skill**: 30% +5% per level up. **A failed roll** means a slip or fumble; roll to regain hold or fall. Provides the following:

+1 to PS, +1 to PE, + 1D6 to SDC



Fencing: This is the formal art of fighting with a sword. This includes not only Olympic-style fencing with foil, épée, or saber but also Kendo (use of the Samurai sword) and other long blades. Provides the following:

+1 to Strike and Parry with swords, and +2 to Damage with swords (bonuses stack with WP Sword and Combat Training).

Gymnastics: Learning to do falls, rolls, tumbles, cartwheels, and to work on rings and parallel bars. Provides the following:

40% +5% per level — Balancing

60% +5% per level — Jumping, Flip, or Tumble

+5% to Prowl and Climbing

+2 to Roll with Impact

+1 to PS, +1 to PP, +1D8 to SDC

Can Jump further than normal, see the *Movement Section.*

Prowl: This skill helps the character to move with stealth; quietly, slowly, and carefully. Techniques include balance and footing, short steps and pacing, rifle positioning, prone positions for low visibility, and crawling. **A failed Prowl roll** means that the character has been seen or heard. If the Prowl is successful, then the character is not seen and may make a Sneak Attack. **Base Skill:** 50% +5% per level up.

Running: A routine and exercise to build speed and endurance.

+2 to PE +4D4 to Spd +1D6 to SDC

Swimming: The basic skill of keeping afloat, dives, lifesaving, and swimming techniques. The skill percentile indicates the overall quality of form. **Base Skill:** 40% +5% per level up.

Advanced Swimming: Competitive swimming and advanced techniques including dives, lifesaving, snorkeling, and S.C.U.B.A (Self-Contained Underwater Breathing Apparatus). Characters learn the methods of skin diving and underwater swimming, and the use of oxygen tanks, breathing apparatus, masks, and flippers. The skill percentile reflects overall degree of expertise and knowledge. **Base Skill:** 50% +5% per level up. Advanced swimming provides the following:

+3D4 to Speed when swimming.

+1 to PS, +1 to PE, +1D6 to SDC

Wrestling: As taught in schools, wrestling is more of a sport, but is still invaluable combat training. When they get a Critical Strike with an unarmed melee attack (including a Throw), the character *automatically* gets a Hold on their opponent.

Throw Attack: Gain this attack action, and deal +2 damage when using it (see the *Combat section* for details).

Crush Attack: As an action the wrestler deals +4 unarmed melee damage to an opponent in a Hold; the victim can't Parry or Dodge this attack.

+1 to Roll with Impact

+1 to Pull Punch

+1 to PS, +1 to PE, +1D12 to SDC

PILOTING

Automobile: Skills in driving conventional automatic and manual (stick) transmission cars, jeeps, and minivans. **Base Skill:** 60% +5% per level up.

Motorcycle: The practical skill of riding a motorcycle. **Base Skill:** 60% +5% per level up.

Truck: Manual or automatic transmission; includes vans and trailers. **Base Skill:** 60% +5% per level up.

Helicopter: The knowledge of flying all types of commercial helicopters. **Base Skill:** 60% +5% per level up.

Propeller Aircraft: Includes the classic propeller and turboprop. **Base Skill:** 60% +5% per level up.

Jet Aircraft: Includes commercial passenger and transport jets, as well as fanjets/turbofans. **Requires:** Propeller Aircraft. **Base Skill:** 60% +5% per level up.

Sail Boat: Small to medium sailing boats, yachts, and fishing boats. **Basic Skill:** 60% +5% per level up.

Motor Boat: All small to medium motor-driven boats, race craft, hydrofoils, and yachts. **Base Skill:** 60% +5% per level up.

SCIENCE

Astrophysics: Knowledge of stellar astronomy and how it relates to nuclear physics, quantum mechanics, relativity, and other explanations for the creation of deep space phenomena, like quasars and black holes. **Requires:** Advanced Mathematics. **Base Skill:** 30% +5% per level up.

Biology: Basic understanding of cells, anatomy, physiology, evolution, and genetics. The character knows the basic use of a microscope, cultivating bacteria, and how to classify new organisms. **Base Skill:** 40% +5% per level up.

Botany: Understanding and knowledge of plants, their categories, cell functions, cross-fertilization, germinating, and growing experimental plants. **Base Skill:** 40% +5% per level up.

Chemistry: Basic understanding of chemical principles and formulae. The character knows enough chemical laboratory procedures for analyzing and synthesizing chemical compounds in order to be competent assistants. **Requires:** Basic Mathematics. **Base Skill:** 40% +5% per level up.

Analytical Chemistry: Chemical engineering theory for analysis of compounds and their practical applications. The character is highly skilled in using laboratory equipment and can analyze and synthesize chemicals. **Requires:** Chemistry, Advanced Mathematics. **Base Skill:** 50% +5% per level up.

Basic Mathematics: Includes algebra, geometry, and calculation techniques. **Base Skill:** 40% +5% per level up.

Advanced Mathematics: Includes trigonometry, calculus, and techniques for advanced physics. **Requires:** Basic Mathematics. **Base Skill:** 50% +5% per level up.

TECHNICAL

Art: The ability to draw, paint, sculpt, or craft visual artwork. Choose one, or a field not listed. Art is one of the few skills that can be selected repeatedly, so long as a different field is selected each time. **Base Skill:** 40% +5% per level up.

Computer Operation: Knowledge of how computers work plus the skills to operate peripherals like keyboards, printers, and modems. Characters can follow computer directions, run scripts or programs, enter and retrieve information, upload and download files, and similar basic computer operations. **Base Skill:** 50% +5% per level up.

Computer Programming: Designing, programming, debugging, and testing computer programs and software. **Requires:** Computer Operation, Basic Mathematics. **Base Skill:** 40% +5% per level up.

Navigation: Skill reading maps, star charts, following landmarks, plotting courses, and using navigational equipment. Includes air, land, and water navigation. Note the Sensory Equipment skill is required to navigate by instruments alone. **Requires:** Basic Mathematics. **Base Skill:** 50% +5% per level up.

Photography: Taking black and white or color, still pictures. Characters know how to load, develop, and enlarge film as well as composition, lighting techniques, and digital photo editing. **Base Skill:** 40% +5% per level up.

Writing: The ability to write prose (stories), poems, technical writing, ad copy, and journalistically (articles/news). **Base Skill:** 40% +5% per level up.

WEAPON PROFICIENCIES

There are two categories of Weapon Proficiencies (WP): **Ancient** and **Modern**. Each proficiency provides combat training with a class of weapons (all swords, all rifles, etc.); characters without a WP *can* use any weapon but do so without the benefit of a proficiency bonus, just their raw modifiers from Attribute, Combat Training, Physical skills, etc.

Proficiency allows them to clean, disassemble, reload, unjam, and otherwise maintain weapons of the listed type, as well as recognize weapon quality. **Base Skill:** 30% +5% per level up.

ANCIENT WEAPON PROFICIENCIES

WP Ancient Melee Attack Bonuses:

- +1 to Strike and Parry at level one.
- Add another +1 to Strike and Parry at levels 4, 7, 10, and 13.
- Melee bonuses to Strike and Parry while using a weapon stack with those from Combat Training and Physical skills.

WP Blunt: Includes sticks, clubs, hammers, maces, and morning stars, etc. as well as an various blunt improvised weapons.

WP Chain: Includes ordinary lengths of chain, flails, nunchaku, and melee weapons joined by one or more flexible segments.

WP Knife: Includes all types of knives, daggers, sai, katars, short blades, fist blades, push knives, and punching daggers.

WP Staff: Includes long blunt poles of wood, iron, or other materials; as well as improvised broomsticks, shovels, etc.

WP Shield: Includes bucklers and small to large shields primarily used for parrying and self defense. Shields deal 1D6 damage when used to melee Strike opponents.

WP Spear: Includes all long-hafted weapons: javelins, pikes, forks, tridents, polearms, axes, picks, Bisento, Yari, Naginata.

WP Sword: Includes swords with any blade longer than a knife, including arming swords, scimitars, wakizashis, and larger.

WP Targeting (Ranged): Includes practiced skill with hurled weapons and simple missile weapons, including the following: thrown knives, thrown axes, thrown spears, slings, bows, crossbows, shurikens, darts, rocks, thrown glass bottles, etc. WP Targeting adds a bonus of +1 to Strike with *ranged* attacks at levels 1, 4, 7, 10, and 13. See *Combat Terms* for more details.

WP Paired (Weapon): Skill where a one-handed weapon is held in each hand and used in many combinations of combat moves simultaneously; for example, two swords, a rapier and a dagger, two clubs, two knives (or sai), and so on. Two-handed weapons cannot be used. The paired weapons are chosen when this skill is selected and noted in parenthesis; e.g. Leonardo has WP Paired (Katana), while Raphael has WP Paired (Sai). Users can:

1. *Strike while parrying multiple attackers simultaneously.* Those skilled in WP Paired Weapons can perform a melee Strike as standard with each action, all while maintaining their ability to Automatic Parry. In addition, there is no penalty for parrying Multiple Attackers.
2. *Twin melee strikes against the same target.* The attacker uses both weapons to Strike in one deft motion, as one action (roll only once to Strike). The defender can only attempt to parry one of the two weapons using his Automatic Parry, unless also using two weapons with WP Paired, or using a shield. Otherwise, to avoid the damage from both weapons the defender must Dodge. The attacker loses their Automatic Parry until their next action.
3. *Melee strike two different targets*; both must be within reach. The attacker uses one of their paired weapons each to Strike two adjacent opponents as one action (roll only once to Strike). The defenders each Parry as normal. The attacker loses their Automatic Parry until their next action.

MODERN WEAPON PROFICIENCIES

Training and practiced skills with a particular type of modern weapon such as a handgun or rifle, providing bonuses to hit using that weapon at range; do *not* add to melee attacks.

Firing a single shot or in semi-automatic mode is called an shooting *Aimed*. Firing fully automatic at a clear target is firing

in a *Burst*. Rapidly firing into an area hoping to hit one or more targets, which may be in cover or not seen, is a *Wild Burst*.

WP Modern Ranged Attack Bonuses:

- Shooting **Aimed** is +3 to Strike (no bonus untrained).
- Shooting in a **Burst** is +1 to Strike (-3 to hit untrained).
- Shooting **Wild Burst** is done at no penalty (-6 to hit untrained).
- Add another +1 to Strike at levels 4, 7, 10, and 13.

WP Handgun: Includes all types of handguns including revolvers and pistols, that can be fired one-handed. Revolvers are the classic cylinder-based "six shooters." Reloading takes an action per round unless a speed loader is used. Pistols are "semi-automatic" weapons which means that each time the trigger is depressed the gun fires a round, ejects the spent cartridge, and loads a new cartridge from the magazine. This means semi-automatic pistols are easy to reload (one action to unload the old magazine and load a new one), and their magazines usually provide a larger ammo capacity than six-shot revolvers.

WP Submachine Gun: This is a class of carbines designed to fire handgun cartridges from a large magazine, providing greater volume of fire at improved range. Most are "semi-automatic," but military-grade submachine guns are "fully automatic" which means the gun fires each time the trigger is depressed and doesn't stop until the trigger is released or the ammunition is spent - like a machine gun, but lighter and with less recoil.

WP Shotgun: Includes single and double-barrel breechloaders, pump-action loaded from an internal magazine, and automatic shotguns with detachable drum-style magazines.

WP Rifle: Includes the bolt-action rifles often used for game hunting and sniping, common semi-automatic rifles used for hunting and self-defense like the AR-15, and automatic military-grade rifles like the M-16 and AK-47.

WP Heavy: Familiarity with military-exclusive weapons including machine guns, mini-guns, grenade launchers, rocket propelled grenade launchers and recoilless rifles, mortars, autocannons, cannons, and flame throwers.

GAME MASTER NOTE

STRANGE WEAPONS

When a character encounters a strange weapon (one that is exotic, energy-based, alien, futuristic, or even from centuries before their time), use the standard WP for the weapon's form factor (handgun, rifle, heavy, sword, etc.) but first have the character check Basic Academics as an action - with a failure on the skill roll they get no WP bonuses to use the weapon until they have had *at least* 2D12 minutes to familiarize with it.

COMBAT TRAINING

A.K.A. HAND TO HAND SKILLS

BASELINE COMBAT ABILITIES

All characters, even those without Combat Training:

- Have 2 Actions per Round.
- Deal 1D4 damage with Unarmed melee attacks.
- Known Actions: Attack, Disarm, and Tackle.
- Known Reactions: Parry, Dodge, and Roll with Impact.
- Critical Strike opponents on a Natural 20 (doubles damage).

Note: Combat Training bonuses are *cumulative*, e.g. gaining "+1 to Parry" then "an additional +1 to Parry" grants a total +2 to Parry.

BASIC COMBAT TRAINING

Taught in military basic training and self-defense classes, students learn basic methods of attack and defense.

Basic Combat Training Bonuses Per Level

1. Gain Automatic Parry; +1 to Roll with Impact.
2. +1 to Parry and Dodge.
3. +1 to Strike in melee.
4. +1 Action per Round.
5. Gain the Entangle reaction.
6. +1 to melee Damage, +1 to Initiative.
7. Critical Strike with all attacks on a Natural 19-20.
8. Gain the Throw action.
9. An additional +1 Action per Round.
10. An additional +1 to Roll with Impact.
11. An additional +1 to Parry, Dodge, and +1 Strike in melee.
12. Gain the Hold action.
13. An additional +1 to melee Damage, and +1 to Initiative.
14. An additional +1 Action per Round.
15. Critical Strike *or* Stun with a melee Sneak Attack.

EXPERT COMBAT TRAINING

Advanced combat forms taught to military commandos, elite bodyguards, expert bouncers, defense professionals, S.W.A.T., etc.

Expert Combat Training Bonuses Per Level

1. Gain Automatic Parry; +2 to Roll with Impact.
2. +2 to Parry and Dodge, and +2 Strike in melee.
3. Gain the Entangle reaction.
4. +1 Action per Round.
5. Gain the Throw action.
6. +2 to melee Damage, +2 to Initiative.
7. Critical Strike with all attacks on a Natural 18-20.
8. Gain the Hold action.
9. An additional +1 Action per Round.

10. Critical Strike *or* Stun with a melee Sneak Attack.
11. An additional +2 to Parry, Dodge, and +2 Strike in melee.
12. Gain Disarm as a reaction.
13. An additional +2 to Roll with Impact.
14. An additional +1 Action per Round.
15. Death Blow with melee attacks on a Natural 20.

MARTIAL ARTS COMBAT TRAINING

This represents many varieties of codified forms of fighting (Karate, Kung-Fu, etc.) that teach successive levels of advanced combat techniques, often learned over many years of dedication.

Martial Arts Combat Training Bonuses Per Level

1. Gain Automatic Parry; +3 to Roll with Impact.
2. +3 to Parry and Dodge, +3 to Strike in melee.
3. Gain the Entangle reaction, and the Throw action.
4. +1 Action per Round.
5. +3 to melee Damage, +3 to Initiative.
6. Gain the Hold action, and Disarm as a reaction.
7. Critical Strike with all attacks on a Natural 18-20.
8. Critical Strike *or* Stun with a melee Sneak Attack.
9. An additional +1 Action per Round.
10. Gain the Leap Attack action, and Throw as a reaction.
11. An additional +2 to Parry, Dodge, and +2 Strike in melee.
12. An additional +2 to Roll with Impact.
13. Critical Strike *or* Stun with melee on a Natural 18-20.
14. An additional +1 Action per Round.
15. Death Blow with melee attacks on a Natural 20.

ASSASSIN COMBAT TRAINING (SPECIAL)

Taught only to characters trained by secret organizations (C.I.A., Mafia, etc.), this is the specialized science of killing.

Assassin Combat Training Bonuses Per Level

1. Gain Automatic Parry; +3 to Roll with Impact.
2. +2 to Parry and Dodge, +2 to Strike in melee.
3. Critical Strike *or* Stun with a melee Sneak Attack.
4. +1 Action per Round.
5. +3 to melee Damage, +3 to Initiative.
6. Gain the Entangle reaction, and the Throw action.
7. Critical Strike with all attacks on a Natural 19-20.
8. Critical Strike *or* Stun with melee on a Natural 17-20.
9. An additional +1 Action per Round.
10. Death Blow with melee attacks on a Natural 20.
11. An additional +2 to Parry, Dodge, and +2 Strike in melee.
12. An additional +2 to Roll with Impact.
13. An additional +2 to melee Damage, +2 to Initiative.
14. An additional +1 Action per Round.
15. Critical Strike with all attacks on a Natural 17-20.

NINJUTSU COMBAT TRAINING (SPECIAL)

Unlike other Martial Artists, ninjas are more concerned with avoiding detection and injury than protracted combat. **Requires:** Must have *Acrobatics, Climbing, Prowl,* and one *Ancient Weapon Proficiency*. Characters who roll the "mentor" Origin already get these skills; all others must gain these skills before converting their Martial Arts training into Ninjutsu.

Ninjutsu Combat Training Bonuses Per Level

1. Gain Automatic Parry; +4 to Roll with Impact.
2. +3 to Parry and Dodge, +3 to Strike in melee.
3. Gain the Entangle reaction, and the Throw action.
4. +1 Action per Round, and gain the Leap Attack action.
5. Critical Strike *or* Stun with a melee Sneak Attack.
6. +2 to melee Damage, +2 to Initiative.
7. Critical Strike with all attacks on a Natural 18-20.
8. Gain the Hold action, and Disarm as a reaction.
9. An additional +1 Action per Round.
10. Gain Throw as a reaction, and +2 to Roll with Impact.
11. An additional +2 to Parry, Dodge, and +2 Strike in melee.
12. Death Blow with melee attacks on a Natural 20.
13. An additional +3 to melee Damage, +3 to Initiative.
14. An additional +1 Action per Round.
15. Critical Strike *or* Stun with melee on a Natural 17-20.

FERAL COMBAT TRAINING (SPECIAL)

Ferals are ferocious brawlers who channel their primal instincts for maximum aggression, with defense a secondary concern.

Feral Combat Training Bonuses Per Level

1. Gain Automatic Parry; +2 to Roll with Impact.
2. +3 to Strike in melee, +2 to Parry and Dodge.
3. +3 to melee Damage, +1 to Initiative.
4. +1 Action per Round.
5. Gain the Entangle reaction, and the Throw action.
6. An additional +3 to melee Damage, +1 to Initiative.
7. Critical Strike *or* Stun with melee on a Natural 17-20.
8. An additional +3 to Strike in melee.
9. An additional +1 Action per Round.
10. Gain the Leap Attack action.
11. An additional +2 to Parry, Dodge, and Roll with Impact.
12. Critical Strike *or* Stun with a melee Sneak Attack.
13. An additional +4 to melee Damage, +2 to Initiative.
14. An additional +1 Action per Round.
15. Death Blow with melee attacks on a Natural 20.

WEAPONS & EQUIPMENT

GETTING EQUIPPED

Getting a character armed, dressed, and equipped requires money. Characters with savings or with organization equipment can simply buy most items including modern weapons, armor, and even surveillance gear with the Game Master's approval. Use the prices listed here in the Equipment Section.

SCAVENGING EQUIPMENT

Characters who have to scavenge can "buy" clothing, household electronics, ancient weapons, and other consumer goods, but *not* modern weapons, armor, or surveillance equipment. Because these characters must spend a fair amount of time in junkyards, they will also be able to "build" equipment if they have the appropriate skills. The reliability of character-built equipment is equal to the character's skill level.

CONTRABAND EQUIPMENT

The availability of lock-picking tools, surveillance equipment, automatic weapons, explosives, and other illegal items is up to the individual Game Master. It is likely that characters who belong to a secret organization will be able to get this kind of equipment. However, the Game Master may want to inflate prices, make equipment available only through criminal contacts, or even prohibit Contraband from the campaign.

ANCIENT WEAPONS	2-Handed	Avg. Length	Avg. Weight	Damage	Avg. Cost
AXES					
Axe, Battle	no	.8m/2.75ft	2.0 kg/4.6 lb	2D6	$240
Axe, Throwing	no	.4m/1.25ft	1.4 kg/3.0 lb	1D6	$100
POLE ARMS					
Awl Pike	yes	3.2m/10ft	2.7 kg/6.0 lb	2D6	$445
Beaked Axe	yes	2.3m/7.5ft	2.3 kg/5.0 lb	2D6	$540
Bardiche	yes	2.1m/7.0ft	3.2 kg/7.0 lb	2D6	$550
Glaive	yes	2.3m/7.5ft	2.7 kg/6.0 lb	2D6	$540
Gisarme	yes	2.5m/7.25ft	2.7 kg/6.0 lb	2D6	$550
Halberd	yes	2.2m/7.25ft	2.3 kg/5.0 lb	2D8	$660
SPEARS					
Short Spear	no	1.2-1.8m/4-6ft	1.8 kg/4.0 lb	1D8	$130
Long Spear	yes	2.1-3.0m/7-10ft	2.9 kg/6.5 lb	1D10	$180
Javelin	no	2.1m/7.0ft	1.8 kg/4.0 lb	1D6	$180
Beaked Axe	no	1.4m/4.5ft	2.3 kg/5.0 lb	2D6	$430
Trident	yes	1.5m/5.0ft	1.8 kg/4.0 lb	3D4	$240
KNIVES					
Daggers and Knives	no	.2-.5m/10-20in.	.5 kg/1.0 lb	1D6	$30-100
SHORT SWORDS					
Shortsword	no	.7m/2.5ft	1.4 kg/3.0 lb	1D8	$240
Sabre	no	.6m/2.0ft	1.4 kg/3.0 lb	1D10	$230
LARGE SWORDS					
Bastard	yes	1.0m/3.75ft	2.1 kg/4.5 lb	1D10+2	$450
Broadsword	no	.9m/3.0ft	1.6 kg/3.5 lb	1D10	$340
Claymore	yes	1.2m/4.0ft	2.9 kg/6.5 lb	1D12	$560
Flamberge	yes	1.3m/4.25ft	3.4 kg/7.5 lb	2D8	$670
BALL & CHAIN					
Ball and Chain	no	.9m/3.0ft	2.1 kg/4.5 lb	1D8	$250
Flail	yes	1.6m/5.25ft	2.5 kg/5.5 lb	2D6	$355
Goupillon Flail	yes	.5m/2.0ft	2.1 kg/4.5 lb	3D4	$460
Mace and Chain	no	.9m/3.0ft	2.1 kg/4.5 lb	2D6	$280
Nunchaku	yes	.8m/2.75ft	1.1 kg/2.5 lb	1D8	$30
BLUNT WEAPONS					
Mace	no	.6m/2.0ft	1.4 kg/3.0 lb	1D8	$240
Morning Star	no	.8m/2.75ft	1.0 kg/2.5 lb	1D8	$240
Short Staff	no	1.2-1.8m/4-6ft	1.4 kg/3.0 lb	1D6	$120
Long Staff	yes	1.9-2.7m/7-9ft	2.3 kg/5.0 lb	1D8	$125
Bo Staff	yes	2.8m/9.5ft	1.4 kg/3.0 lb	1D8	$140
Quarterstaff	yes	1.8m/6.0ft	1.5 kg/3.5 lb	1D8	$130
Iron Staff	yes	1.8-2.1m/6-7ft	3.2 kg/7 lb	1D8+2	$245

ANCIENT WEAPONS

CHEAP WEAPON REPLICAS

The "Medieval Battle Axe" for $19.99 and "Authentic Samurai Sword" for $49.99 are *not* real weapons; they have an SDC of 40 or less and take full damage when Parrying. True ancient weapons are often offered for sale in catalogs and novelty shops, at a price.

SHIELDS

Blocking ranged attacks with a shield is done at -6 to Parry. However, while most shields can stop throwing knives, spears, arrows, and even shrapnel from explosions, they *cannot* stop bullets, only a Ballistic Shield can. Even then, Ballistic Shields can only stop the lighter-caliber rounds fired by most handguns, submachine guns, and shotguns. Against rifles, machine guns, and anything larger a Ballistic Shield has the same protective effect as tissue paper; Parrying is impossible — take cover or Dodge!

Shields have limited SDC but only take damage when used to block bullets, energy blasts, explosions, and area effect attacks *or* when specifically targeted by an opponent with a Called Shot.

SHIELD TYPE	Weight	Parry	SDC	Cost
Small Wood & Leather	10 lbs.	+0	50	$150
Small Polycarbonate Riot	5 lbs.	+0	70	$250
*Small Metal Ballistic	16 lbs.	+0	85	$1500
Medium Wood & Leather	15 lbs.	+1	60	$200
Med. Polycarbonate Riot	10 lbs	+1	80	$400
*Medium Metal Ballistic	23 lbs.	+1	100	$2000
Large Wood & Leather	20 lbs.	+2	75	$300
Large Polycarbonate Riot	15 lbs.	+2	100	$500
*Large Metal Ballistic	30 lbs.	+2	125	$3000

*can only Parry Handgun, SMG, and Shotgun attacks - *not* Rifle or Heavy.

NINJA WEAPONS

AIKUCHI AND TANTO

These are curved Japanese daggers. The Tanto has a hilt, the Aikuchi does not; can also be thrown. **Cost:** varies according to quality and beauty, from $20 to $1,000 for top-quality. **Damage:** 1D6 damage for most, 1D8 for top-quality.

BISENTO

This spear features a broad, curved blade and is large enough to be considered a kind of polearm. Must be imported from Japan. **Cost:** $750, top-quality. **Damage:** 2D8.

BLOW GUN

The blow gun is a favorite weapon of the ninja. The effective range is no more than 20 yards/meters. **Cost:** $20. **Damage:** The dart does no damage itself, however, it is usually coated with poison or drugs.

BO STAFF

Staff weapons appeared in virtually every culture worldwide. The techniques of their use were probably most advanced in the martial arts schools of samurai Japan. The size of the Bo Staff should be about a foot taller than the height of its owner, so shorter than most quarterstaffs. **Cost:** $120. **Damage:** 1D8.

BOWS

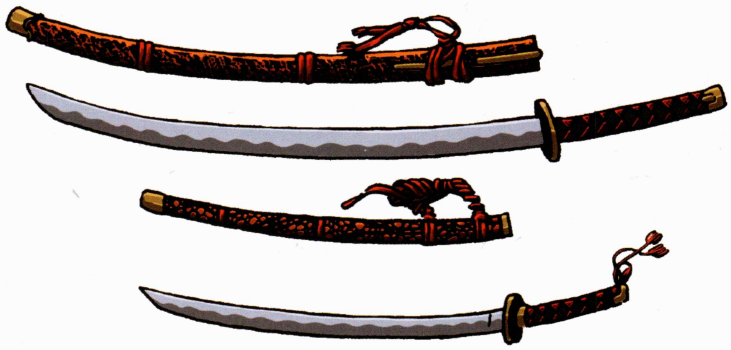
Ninjas favored a short, none-too-powerful, bow that could be disassembled and easily hidden. A separate skill learned by the ninja is the Samurai Longbow, probably the most powerful weapon of its type in the world. **Effective Range:** 60 yards/meters for a ninja or modern bow, and 120 yards/meters for samurai bow. **Cost:** $500 for the ninja bow, $1,000 (or more) for a high-quality samurai bow. Modern commercial hunting bows cost $200+. Arrows cost $5 each. **Damage:** 1D8 Ninja Bow, 2D6 Samurai bow, 1D10 Modern bow.

CROSSBOWS

Crossbows are commonly available in the U.S.A. Mini or light pistol-style crossbows can be held and shot with one hand, while traditional crossbows are heavier and require two hands to aim and fire. **Effective Range:** 30 yards/meters for hand crossbow, 60 yards/meters for traditional. **Cost:** $300 for traditional crossbow, $150 for a pistol-style crossbow. Bolts cost $5 each. **Damage:** 2D6 for two-handed crossbow, 1D10 for pistol-style crossbow. **Note:** A Strength (PS) of 14 or higher is required to reload a crossbow as an action. Weaker characters must spend two actions to reload the crossbow. All types require two hands to reload.

DAISHO (PAIRED WEAPONS)

Literally, "the long and the short." This is the traditional Japanese weapon made up of a Wakizashi curved shortsword and a Katana curved longsword. They were traditionally carried together and used as Paired Weapons; see the *Katana* and *Wakizashi* entries below for Cost and Damage.



JITTE OR SAI (PAIRED WEAPONS)

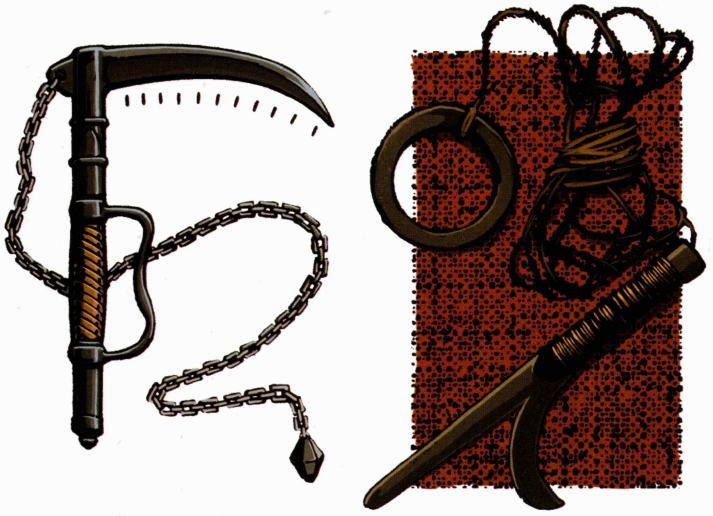
Sai are long knives with two short prongs by the handle. Jitte only have one prong. Both are designed to be used in pairs, one in each hand, and are excellent for countering the heavy force of sword strikes, and for wresting weapons caught in their prongs. **Bonus:** +1 to Strike on Disarms. **Cost:** $50 each. **Damage:** 1D6.

KATANA

This is the primary weapon of the Samurai warrior, a long sword up to 3 feet in length. There is an enormous difference in the quality of these weapons. **Costs** for the manufactured versions could be as little as $300. A top-quality katana should cost at least $5,000. **Damage:** 2D6 for regular quality, 3D6 for top-quality.

KUSARIGAMA/KYOKETSU-SHOGE

The combination of a chain with a weight on one end and a sickle weapon on the other is another ninja favorite. The Kyoketsu-Shoge is made with rope and has an iron ring on one end and a double blade on the other. With both weapons, one end can be used for an entangle while the other is still available for striking. It is usually used as a climbing device but doubles as a somewhat less damaging Kusarigama. Neither of these weapons can be used by anyone without combat training in Martial Arts, Assassin, or Ninjutsu. **Cost:** The Kyoketsu-Shoge costs $100, the Kusarigama is $300. **Damage:** 1D8 for the Kyoketsu-Shoge, 1D10 for the Kusarigama.

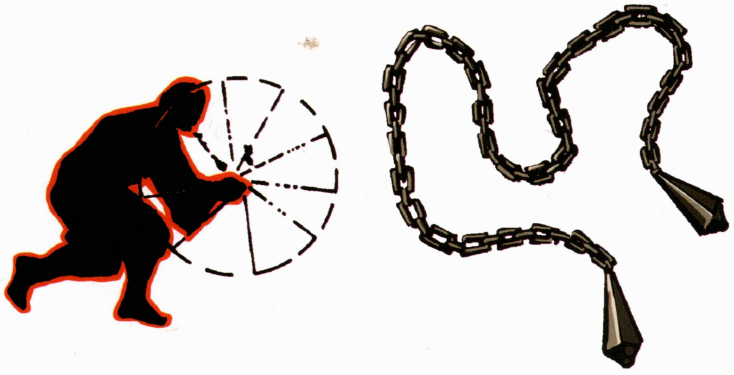


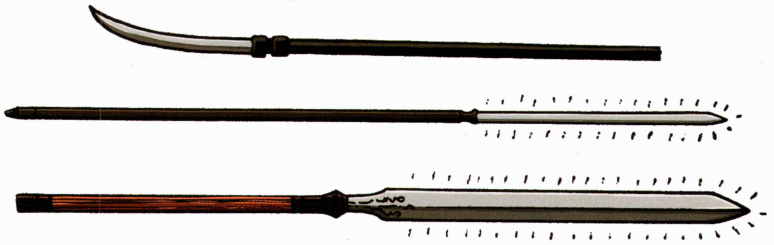
KAWANGA

Ninja chain weapon that is a combination of a rope and grapple. Used for climbing or fighting. **Cost:** $50. **Damage:** 1D8.

MANRIKIGUSARI

Chain weapon with solid, blunt weights on each end. It can be used like a Kusarigama, entangling with one end, and striking with the other. This is a weapon that is easy to disassemble and conceal. It's also easy to make a Manrikigusari from a length of chain and lead weights found in any hardware store. A Kusari-Fundo has a shorter chain. **Cost:** $30. **Damage:** 1D8.





NAGINATA/YARI

Naginata have curved blades and Yari have straight blades. Otherwise, both of these weapons are alike and used as spears. They are very difficult to conceal. **Cost:** $150. **Damage:** 1D8.

NODACHI

This huge curved two-handed sword has a single edge with a long hilt, and does much more damage than most weapons in its class. Roughly 2 yards/meters long and carried on the back, the weapon is pulled from a scabbard over the shoulder. **Cost:** $750 and up. **Damage:** 3D6.

NUNCHAKU

Nunchaku (usually called "Nunchucks") can be used as a paired weapon for striking. One of the main advantages of Nunchaku is for trapping an enemy's weapon or weapon hand. **Bonus:** +1 to Strike on Entangles. **Cost:** $30 each. **Damage:** 1D8.

SA TJAT KOEN

This Malaysian weapon looks like a Nunchaku with a second chain and third handle attached. Can be used to entangle, like nunchaku. The Sa Tjat Koen uses WP Chain like the Nunchaku and other chain weapons, but *cannot* be used as a paired weapon. **Cost:** $150. **Damage:** 1D10.

SHIKOMIZUE

Ninjas commonly disguised themselves as blind men and carried this hollow bamboo staff with a concealed blade. The blade is spring-loaded, and release is controlled with a trigger stud that can be pressed or turned. The Shikomizue can be wielded as a somewhat fragile (SDC 50) bo staff or as a modestly long spear. **Cost:** $150. **Damage:** 1D8.

SHURIKEN AND THROWING KNIVES

The famous "throwing stars" of the ninja were not designed for deadly effect so much as for their ease of concealment and usefulness in discouraging an opponent's pursuit. Throwing knives requires a different technique than shuriken, but have the same cost and damage. **Cost:** High-quality shurikens are $10 each, high-quality throwing knives are $5 each. **Damage:** 1D4.

WAKIZASHI

This is the short sword favored by the samurai. The ninja short sword has a straighter blade, but it is otherwise just like a wakizashi. **Costs** for the manufactured versions could be as little as $250. A top-quality wakizashi should cost at least $4,000. **Damage:** 1D8 for regular quality, 2D6 for top-quality.

NINJA EQUIPMENT

Ninjas have developed a number of specialized tools and weapons to aid their missions. These weapons are often provided by ninja organizations or built by the ninja themselves. Ninja equipment is generally not commonly available to the public.

CLIMBING CLAWS

Also called Tekagi or Shuko. There is usually a metal or leather band that wraps around the palm between the thumb and fingers. The inside surface has from two to six spikes that are helpful in climbing wood and stone surfaces. **Bonus:** +10% to Climbing. **Cost:** $85 per pair.

CLIMBING SPIKES

These are spiked claws that are attached to the soles of the feet for climbing. Note that normal walking or running is impossible while wearing these. **Bonus:** +10% to Climbing. **Cost:** $65 per pair.

EGGSHELL BOMB

This is an eggshell filled with pepper, metal shavings, and other secret substances. When tossed, it will shatter and a small cloud of blinding, irritating smoke will come out. **Effect:** Does no damage, but all victims must make a save vs Toxin (14 or higher) or become Blind for 1D4 rounds. **Cost:** $5 each.

IPPON-SUGI NOBORI

A special tool used *only* for climbing trees and telephone poles. A short length of spike-studded wood with ropes attached to each end, used much like a lumberjack's or lineman's leather climbing belt. **Bonus:** +25% to Climbing *trees or poles only.* **Cost:** $25.

NINJA EMERGENCY KIT

This is an assortment of items that a ninja might need in case of trouble. Ninja will keep several of these kits hidden in various places. Included in a small cloth bag would be a Kyoketsu-Shoge, 6 Shuriken, 12 Caltrops, a 3-foot towel, a small cooking pot, paper and pencil, matches, first aid kit (bandages, disinfectant, small scissors, painkiller), lock picks, spare clothing, and an eggshell bomb filled with blinding powder. Enough rice, soybean curd, and tea would be included for 7 days of tight rations. **Cost:** $120.

NINJA CLOTHING

Comes completely black for concealment in darkness or completely white for snow. Consists of jacket, hakama (pants), tabi (socks), and belt. Leggings, separate sleeves fitted from elbow to back of hand, and a groin protector and a chest protector are made of quilted padding. There are numerous pockets and compartments used to conceal shuriken, garrotes, caltrops, lock picks, and other ninja items. **Bonus:** +5% to the Palming skill. **Cost:** $600.

ROPE AND CHAIN

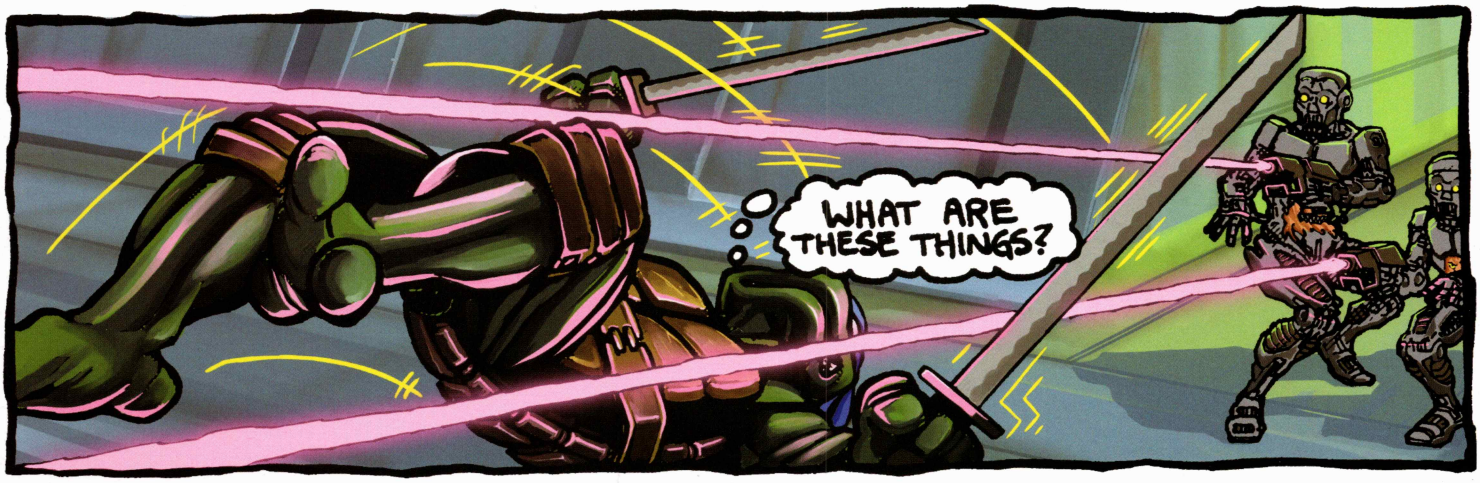
Available in just about any hardware store. Modern rope and chain are well-tested and reinforced. **Cost varies** according to thickness and tensile strength. An average cost for a chain would be about $2.00 per foot, and about $0.50 per foot for rope.

ROPE LADDER

This ninja rope ladder has loops knotted into it every two feet or so (depending on the height of the owner), with a 3-pound weight attached to the bottom end. The top end is often tied to a grappling hook. This item is easy to use and easy to conceal. **Cost:** $0.75 per foot.

TETSUBISHI

Ninja caltrops come in a variety of styles. All are designed so that metal barbs will point upwards no matter how they land on the floor. Damage is only 1 point of SDC, but someone with a caltrop in their foot isn't likely to continue walking until they pull it out (takes at least one Action per caltrop). **Cost:** $1.00 each.



MODERN WEAPONS

The list below is not meant to be comprehensive. It does, however, cover the most typical weapons found in the hands of citizens, police, criminals, terrorists, and militaries the world over.

GAME MASTER NOTE

Additional weapons & equipment can be found in other **Palladium Books®** role-playing games and sourcebooks.

REVOLVERS

"SATURDAY NIGHT SPECIAL" – .22 REVOLVER

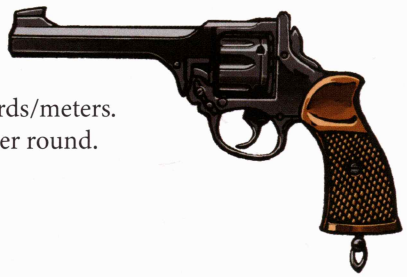
Made by a variety of manufacturers, this is the kind of light revolver most commonly sold in the U.S., and used for protection or for committing crimes. They have 6 or 8 shots, are small and lightweight, but have limited range and stopping power. **Cartridge:** .22 LR. **Feed:** 6 or 8 round cylinder. **Weight:** 1 pound. **Effective Range:** 30 yards/meters. **Cost:** $100. **Damage:** 1D8 per round.

SERVICE-SIX RUGER – .38 SPECIAL REVOLVER

A standard police officer's sidearm; typical of all .38 revolvers. **Cartridge:** .38 special. **Feed:** 6 round cylinder. **Weight:** 2 pounds. **Effective Range:** 50 yards/meters. **Cost:** $250. **Damage:** 2D6 per round, (there is a .38+ power cartridge that does 3D6 per round).

SMITH & WESSON MODEL 27 – .357 MAGNUM REVOLVER

Used by police officers, government agents, and heavily armed criminals looking to pack more firepower. **Cartridge:** .357 magnum. **Feed:** 6 round cylinder. **Weight:** 2.5 pounds. **Effective Range:** 50 yards/meters. **Cost:** $500. **Damage:** 4D6 per round.



SEMI-AUTOMATIC PISTOLS

WALTHER PPK "SPY PISTOL" – .32 ACP

This is typical of the kind of small automatic pistol used for protection and criminal activities. Consider the Walther as top of the line, other models are even cheaper. **Cartridge:** .32 ACP. **Feed:** 8 round magazine. **Weight:** 1.5 pounds. **Effective Range:** 40 yards/meters. **Cost:** $600. **Damage:** 1D12 per round.

GLOCK 17 – 9MM PARABELLUM

Used as a sidearm by many military forces, terrorists, and well-equipped criminals. **Cartridge:** 9mm. **Feed:** 17 round magazine. **Weight:** just under 2 pounds. **Effective Range:** 50 yards/meters. **Cost:** $600. **Damage:** 3D6 per round.

COLT M1911 "OFFICER'S PISTOL" – .45 ACP

The standard sidearm of the U.S. military in World War I and II, the 1911 pairs high stopping power with a reputation for accuracy. The only downside is low ammo capacity. **Cartridge:** .45 ACP. **Feed:** 7 round magazine. **Weight:** 2 pounds. **Effective Range:** 50 yards/meter. **Cost:** $400. **Damage:** 4D6 per round.

SUBMACHINE GUNS

MODEL 61 SKORPION – .32 ACP SUBMACHINE GUN

A high rate of fire, easy-to-hide weapon favored by terrorists. **Cartridge:** .32 ACP. **Feed:** 20 round magazine. **Weight:** 3.5 pounds. **Effective Range:** 50 yards/meters. **Cost:** $1000. **Damage:** 2D6 per round, 4D6 for a three-round Burst.

INGRAM "MAC-10" – .45 ACP SUBMACHINE GUN

A particularly high-powered submachine gun used by U.S. government security personnel and alphabet soup agencies, this weapon is hard for non-government purchasers to get their hands on. **Cartridge:** .45 ACP, **Feed:** 30 round magazine, **Weight:** 6 pounds. **Effective Range:** 50 yards/meters. **Cost:** $5,000. **Damage:** 4D6 per round, 8D6 for a three-round Burst.

UZI – 9MM SUBMACHINE GUN

The Uzi and its variants are in widespread use by police and terrorists around the world, virtually all have the same attributes. **Cartridge:** 9mm. **Feed:** 32 round magazine. **Weight:** 7.5 pounds. **Effective Range:** 100 yards/meters. **Cost:** $1,500. **Damage:** 3D6 per round, 6D6 for a three-round Burst.

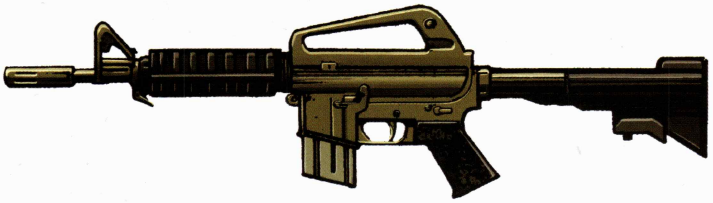
RIFLES

WINCHESTER MODEL 70 – .308 HUNTING RIFLE

The Model 70 is the most popular of many sport rifles used for long range target shooting and hunting medium to large game in North America. Such rifles are typically bolt action, higher caliber, magazine fed, and come with mounts for optional telescopic sights. Besides being popular with hunters, they are used by law enforcement, including SWAT team snipers. **Cartridge:** .308 caliber. **Feed:** 5 round magazine. **Weight:** 8 pounds. **Effective Range:** 800 yards/meters. **Cost:** $850. **Damage:** 6D6 per round.

AR-15 – 5.56MM RIFLE

The typical modern, lightweight, smaller-caliber rifle commonly used for hunting and self defense. The civilian ArmaLite Rifle (AR) model was upgraded with automatic fire capabilities to produce the military's M-16 battle rifle and later the M-4 carbine, commonly used by U.S. police and armed forces. **Cartridge:** 5.56mm. **Feed:** 20 or 30 round magazine. **Weight:** 6 pounds. **Effective Range:** 500 yards/meters. **Cost:** $500. **Damage:** 4D6 per round. **Note:** The common .223 variant deals 3D6.



AK-47 – RUSSIAN 7.62MM RIFLE

The AK-47 is a common rugged battle rifle originally developed by the Soviet Union and widely reproduced around the globe. The venerable rifle's legendary reliability and the fact that the 7.62×39 round packs a punch have led to its widespread use by many eastern nations. It can also be found in virtually any terrorist or revolutionary camp anywhere in the world. **Cartridge:** 7.62mm. **Feed:** 30 round magazine. **Weight:** 10 pounds. **Effective Range:** 400 yards/meters. **Cost:** $400. **Damage:** 5D6 per round.

SHOTGUNS

REMINGTON MODEL 870 "TACTICAL" – 12 GAUGE SHOTGUN

Typical of pump action shotguns used by civilians for hunting, police for riot control, and the military. **Caliber:** 12 gauge. **Feed:** 4 round tube (pump action). **Weight:** 7 pounds. **Effective Range:** 40 yards/meters. **Cost:** $500. **Damage:** 5D6 per round. **Note:** Single shot ($200) and double barrel ($300) are also available.

AMMUNITION

The cost of ammunition can vary substantially between manufacturers due to caliber and special properties.

Handgun: 50 rounds per box

Low and Medium Caliber (.22, .32, .38, 9mm) — $15.00

Heavy (.38 power+, .357, .45) — $30.00

Rifle and Shotgun: 20 rounds per box

Low and Medium Caliber (.223, 5.56, 7.62) — $10

Heavy (.308, 12 gauge) — $20

ENERGY WEAPONS

LASERS, ION BLASTERS, AND PLASMA CASTERS

These weapons are usually built as experiments for advanced military research projects, or secret organizations with access to uncommonly advanced materials and scientific knowledge. While lasers and other energy weapons are becoming viable as large vehicle emplaced weapons, portable versions remain elusively difficult to design and implement. Range and reliability are usually not as good as traditional firearms. **Feed:** Typically 2 to 12 charges from an integral energy source or via battery packs. **Weight:** usually fairly light (though energy packs may be extremely heavy), and the weapons are often fragile. **Effective Range:** rarely greater than 50 yards/meters. **Cost:** Not commercially available. **Damage:** 4D6 for Laser Pistol, 6D6 for Laser Rifle, 5D6 for Ion Blaster Pistol, 7D6 for Ion Blaster Rifle, and from 6D6 to 12D6 for Plasma Casters (use WP Handgun, Rifle, and Heavy respectively).

AREA WEAPONS

ACIDS AND EXPLOSIVES

ACIDS

These acids are not common household items, they are Contraband and must be acquired from a chemical supplier, industry, or an illegal outlet (triple the price, or more).

Organic Acid: Affects only organic substances, and does 2D6 damage per round for a total of four rounds. **Cost:** $75 per liter.

Organic Acid (Concentrated): Does 4D6 damage to all substances per round for four rounds. **Cost:** $150 per liter.

Metal Dissolvers: 4D6 damage to metals (1D8 to organics or plastics) per round for four rounds. **Cost:** $500 per liter.

EXPLOSIVES

Explosives are Contraband items restricted to industrial and military use. Unless stolen or provided by a sponsoring organization, characters will be forced to purchase them illegally (triple the price, or more) or making them themselves.

Dynamite is a stick-shaped nitroglycerin explosive widely used in mining and road construction. It can be detonated with blasting caps, fuses, and timing devices. **Damage:** 1D4×10 to a 4 yard/meter radius (per stick), 1D12 up to 10 yards/meters. **Cost:** $50 per stick.

Liquid Nitroglycerin is a dangerously unstable chemical explosive often stored in glass jars. A severe knock, jerk, or bump can cause it to detonate, 25% chance. **Damage:** 1 ounce is equal to four sticks of dynamite. **Cost:** $25 per ounce.

Plastic Explosives are powerful and can be molded like putty. They are often used to open safes, destroy locks, or for sabotage. Inert, you can slam a plastic explosive into a wall and nothing will happen; it can only be ignited by electrical current, usually with an electrical blasting cap ($20). Any electrical charge, blast, or bolt is likely to detonate it, 50% chance. **Damage:** 1D4×10 to adjacent objects (per ounce). **Cost:** $100 per ounce.

Molotov Cocktails are classic incendiary weapons easily created by putting something flammable in a glass bottle with a rag, lighting it on fire, and throwing it at a target. **Range:** Hurled 10 yards/meters. **Damage:** 3D6 fire damage to a 4 yard/meter radius for 3D4 rounds (ignites flammable objects). **Cost:** $2

Homemade Bombs come in a wide variety, usually made from industrial chemicals, gunpowder, or dynamite. **Damage:** 3D12 damage to a 2D4 yard/meter radius. **Cost:** $20 per bomb.

BODY ARMOR

While body armors can stop knives, arrows, and even shrapnel from explosions, they *cannot* stop bullets, only modern armor can. Even then, most modern armors can only stop the lighter-caliber rounds fired by most handguns, submachine guns, and shotguns. Against rifles, machine guns, or larger they have the same protective effect as tissue paper - take cover or Dodge!

Vest (modern) and Cuirass (ancient) armors cover the front and back of the upper torso. Concealed vests are tough, thin styles designed to be hidden under clothes (shirts, jackets, etc.). The others are all generally bulky and worn atop clothes.

Half Suits protect the entire torso front and back, side, waist, and groin. They strike a balance between protection and maneuverability, and are usually paired with a helm (ancient full-head covering) or helmet (ancient and modern partial head covering). They impose a penalty of -5% to Climbing, Jumping, and Prowl; Swimming is -25%.

Full Suits provide the greatest protection possible. All listed Ancient Armors are assumed to be Full Suits (for Half Suits reduce AR by 2 and SDC by half). The bulk of modern armor materials means that full suits are rare as they excessively restrict mobility. Ancient Plate and Mail suits impose a penalty of -10% to Climbing, Jumping, Prowl. Custom fitted, fully articulated Ancient Plate only imposes a penalty of -5% to Climbing, Jumping, and Prowl. In either case, Swimming is almost impossible at -60%.

ANCIENT ARMOR	Weight	AR	SDC	Cost
*Cloth, Padded or Quilted	6 lbs.	10	15	$175
*Leather	10 lbs.	11	20	$250
*Leather, Studded	20 lbs.	12	40	$500
*Mail, Chain	40 lbs.	13	50	$750
*Mail, Scale	45 lbs	14	75	$1000
Plate and Mail	50 lbs.	15	100	$2000
Plate, Articulated	60 lbs.	16	150	$3000

*homemade armor is possible, reduce cost by half, AR by 1, and SDC by 10%.

MODERN ARMOR	Weight	AR	SDC	Cost
*Vest, Light Concealed	8 lbs.	10	50	$500
*Vest, Heavy Concealed	10 lbs.	11	75	$750
*Vest, Tactical	12 lbs.	12	100	$750
*Riot Armor, Full Suit	15 lbs.	14	150	$1000
Plate & Carrier, Tactical	15 lbs	12	200	$1000
Plate & Carrier, Half Suit	30 lbs.	13	250	$2000

*only protects against Handgun, SMG, and Shotgun attacks - *not* Rifle or Heavy.

MODERN EQUIPMENT

SURVEILLANCE EQUIPMENT

BUGS (HIDDEN RECORDING DEVICES)

These come in many sizes and shapes. All come complete with recording device (often video and audio), plus either data storage *or* a wireless transmitter (typical range is 100 yards/meters at most without a signal boosting relay device).

Tie Tack/Clasp Microphone: Provides crystal clear broadcast quality sound. **Cost:** $150

Contact Mics.: Translates vibrations into sound (requires a sounding board i.e. wall, window, or other surface) **Cost:** $400

Keyhole and Tube Mics.: Microphones with long hollow tubes, either stiff or flexible, that can be placed in cracks, mounted on walls, or inserted in keyholes. **Cost:** $300

Room Bugs that tap into the wall current or are concealed by being connected into common appliances like lights, televisions, charging ports, etc. **Cost:** $150 (commercial grade) to $500 (law enforcement and espionage grade).

Specialized Bugs come in a variety of particularly small sizes from the common ones hidden in pens, glasses, clocks, smoke detectors, purses, etc. to the exotic like postage stamp or martini olive types complete with mic and either a transmitter *or* mini storage card. **Cost:** $200 (commercial grade) to $750 (law enforcement and espionage grade)

TRACKING DEVICES

GPS Location Tracker: A small coin-sized device that can be inserted into a pocket, purse, backpack, luggage, etc. or attached to a vehicle via magnetized clip. Transmits a cellular signal that can be followed using an application. **Cost:** $100

BUG DETECTORS AND COUNTERS

Detecting bugs usually requires that the bug is emitting a signal (either radio or wireless/wi-fi). Those using internal data storage cannot be detected by these devices, they must be discovered manually; often involving lengthy meticulous searches.

Acoustic Noise Generator: Generates white noise to muffle conversations. Distorts audio bug recordings, giving a -25% penalty to an opponent's Surveillance skill roll. **Cost:** $900

Broadband Detector: This small handheld device causes feedback and makes a howl when near a wireless transmitter — those commonly used in inexpensive modern bugs. **Cost:** $500

Radio Detector: This small handheld device registers radio signals and their frequency — including those often used in older style or newer high-end or specialized bugs. **Cost:** $400

VISON ENHANCEMENT OPTICS

Image Magnification Optics are devices that consist of a set of lenses that magnifies the view of what the user is looking at. Monocular versions are best for portability or mounting on weapons, while binoculars offer increased range and depth perception. **Range:** Varies, see below.

Nightvision Optics systems are image intensifiers that amplify ambient light (usually starlight) to give a visible image. Note that

panoramic military issue goggles costs ten times the listed price but have twice the range and resolution. **Bonus:** Ignore poor Illumination penalties. **Typical Range:** 1,000 yards/meters.

Thermal Imaging Optics are heat sensors that convert the infrared radiation of warm objects into a visible image. Sees in darkness, shadows, and through smoke. **Bonus:** Ignore all Illumination penalties. **Typical Range:** 2,000 yards/meters.

Image Magnification	
Binoculars - 300 yards/meters	$250
Binoculars - 1,500 yards/meters	$1,000
Binoculars - 3,000 yards/meters	$3,000
Weapon Scope - 500 yards/meters	$250
Weapon Scope - 1,000 yards/meters	$1,000
Weapon Scope - 2,000 yards/meters	$4,000
Nightvision (range 1000 yards/meters)	
Goggles	$10,000
Binoculars	$1,500
Monocular Eyepiece	$5,000
Weapon Sight	$2,000
Large Tripod Mount	$20,000
Thermal Imaging (range 2000 yards/meters)	
Goggles	$30,000
Binoculars	$28,000
Monocular Eyepiece	$24,000
Weapon Sight	$20,000

DETECTION EQUIPMENT

Portable Explosives Detector: Responds to vapor from explosives such as dynamite, gelignite, T.N.T., and others. An alarm lamp lights up when an explosive is detected. **Detection Range:** 1 yard/meter. **Cost:** $2,000.

Letter Bomb Detector: Electronically examines letters, an audio alarm that sounds when an electrically conductive material is detected. **Detection Range:** 1 yard/meter. **Cost:** $1,000

Radar Signal Detector: This is a mini-radar receiver that can fit in one hand. Small, lightweight, easy to conceal. **Detection Range:** up to 10 miles. **Cost:** $1,000.

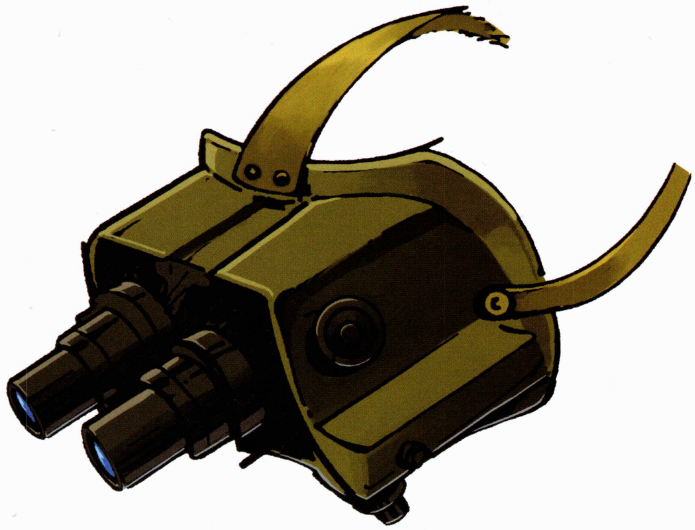
Motion Detector: Detects movement within the field. **Detection Range:** 40 yards/meters square. **Cost:** $250

Microwave Fence: These microwave intrusion detection systems consist of a number of transmitter "fence post" units that emit an invisible microwave barrier between them. If something crosses that barrier they signal the control unit, light up, or quietly buzz to alert users to the intruder. **Detection Range:** between transmitters is 200 yards/meters. **Cost:** The control unit and eight microwave sensor "fence posts" is $50,000.

EMOTION AND STRESS DETECTORS

Voice Stress Analyzer: This handheld device is used by law enforcement, private investigators, some private corporations, clinics, and law firms. It functions similarly to a polygraph machine, but measures and records stress and anxiety without attaching sensors to the subject. It does this by specifically monitoring the voice quality of its subject. Adds +5% to Interrogation skill checks. **Cost:** $5,000

Skin Stress Analyzer: Skin conductance sensors are attached to the skin which monitor and record glandular changes



(including sweat) through electrodermal activity. Adds +5% to Interrogation skill checks. **Cost:** $10,000

Polygraph Stress Monitor (superior quality): Sensors are attached to the skin and body which usually record breathing, heart rate, blood pressure, and skin resistance (as described previously). All three functions are fed into a computer and data analysis is output to a chart recorder, with multiple pens to mark the results. Requires the Sensory Equipment skill; adds +20% to Interrogation skill checks. **Cost:** $25,000

DIGITAL RECORDING & COMMUNICATIONS

RECORDING

Digital Camera	$250
Professional Camera (DSLR)	$750
Microphone, Lavalier	$100
Microphone, Handheld	$500
Video Camera	$750

COMPUTERS

Tablet Computer	$1000
Laptop Computer	$1500
Desktop Computer	$1000
Desktop Computer, Professional	$2500

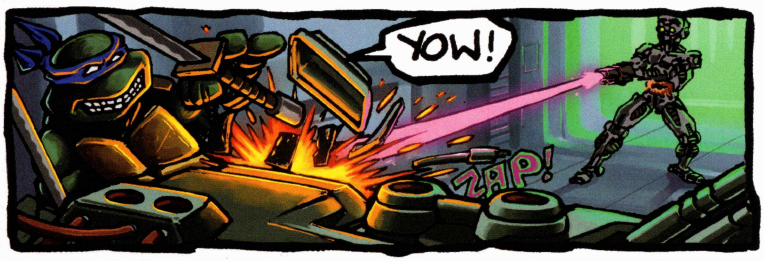
COMMUNICATION

Mobile Phone	$250
Mobile Phone, Smart	$1000
Walkie-Talkie, commercial - range 5 miles	$250
Walkie-Talkie, professional - range 10 miles	$2,000
Citizens Band (C.B.) Radio - range 5 miles	$100
Police Scanner (trunking) - range 10 miles	$2,000
Field Radio - 50 miles (global via satellite uplink)	$5,000
Radio Jammer, Handheld - range 10 yards/meters	$500
Radio Jammer, Backpack - range 1 mile	$25,000
Radio Jammer, Large (110 lbs) - range 3 miles	$75,000

CLOTHING & ACCESSORIES

Clothing, T-Shirt	$25
Clothing, Shirt, Short Sleeve	$50
Clothing, Shirt, Long Sleeve	$60
Clothing, Pants	$40

Clothing, Formal Suit	$400
Clothing, Military, Camouflage Fatigues	$250
Clothing, Military, Formal	$500
Clothing, Work, Jumpsuit	$100
Clothing, Work, Coveralls	$75
Clothing, Work, Lab Coat	$25
Clothing, Work, Hard Hat	$20
Clothing, Work, Flight Jacket	$150
Glasses, Protective	$50
Glasses, Sun - Polarized	$25
Glasses, Sun - Aviator	$100
Gloves, Leather Racing	$100
Gloves, Leather Work	$20
Gloves, Leather Welders	$50
Holster, Ankle	$25
Holster, Shoulder	$50
Holster, Waist (includes no-slip tactical belt)	$75
Shoes, Casual, Athletic	$50
Shoes, Formal, Leather	$100
Boots, Leather	$150
Winter Coat	$200



ADVENTURING EQUIPMENT

Attaché Case, Armored: AR 15, SDC 100. **Cost:** $5000

Chemical Spray, Pepper: Also known as oleoresin capsicum (O.C.) spray, this chemical irritant burns the eyes, skin, nose, throat, and lungs. Opponents struck must Save versus Toxin (16 or higher, plus PE bonus). With a success they are distracted by excruciating pain for 4D6 *rounds*; penalty of -4 to Strike, Parry, and Dodge. With a failure the penalties increase to -6. **Range:** 6 yards/meters. **Cost:** $50

Chemical Spray, Tear Gas: Also known as CS gas, this chemical irritant burns the eyes, skin, nose, throat, and lungs. Opponents struck must Save versus Toxin (12 or higher, plus PE bonus). With a success they are distracted by excruciating pain for 4D6 *minutes*; penalty of -3 to Strike, Parry, and Dodge. With a failure they are also Blinded. **Range:** 6 yards/meters. **Cost:** $25

Electro-Adhesive Pads: This handheld device adheres strongly to any surface by emitting an electrostatic charge to create a bond between two surfaces. These pads are commonly used by astronauts in their boots, but hand-held pads are more flexible and preferred for general use. The set can hold up to 500 pounds in weight and comes with two "E-Pads" and a small power pack (hip or hand carried), weighing 10 pounds. **Bonus:** +20% to Climbing and related skill checks on metal surfaces, +10% on glass or ceramic, +5% on wood or plastic. **Cost:** $1500.

Flashlight, Heavy Duty: A reinforced and ruggedized metal flashlight commonly carried by law enforcement and military personnel. Designed to be an effective improvised club (1D6 damage) - no penalty to Strike. **Cost:** $200

Handcuffs, Novelty Grade: Have 40 SDC; bound characters have a +10% bonus to escape using Escape Artist. **Cost:** $20

Handcuffs, Law Enforcement Grade: 80 SDC **Cost:** $50

Illuminating Peglight: Used by the military to mark routes, minefields, etc. L.E.D. array emits beta light giving no heat or infrared emissions. Visible up to 25 yards/meters. **Cost:** $15

Nightstick, Steel Rod Encased: Does 1D6+1 damage. **Cost:** $25

Sap Gloves: Powdered lead is built into each glove just above the knuckles, padding the wearer and adding weight and strength to the force of one's blow. Adds +2 to Damage with unarmed punch attacks. **Cost:** $50

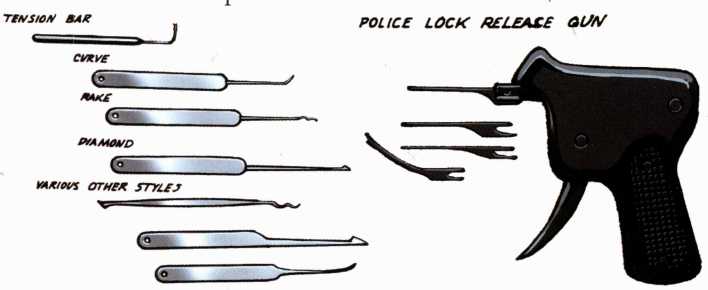
Space Suit: A complete self-contained environmental suit; insulated, heat and cold shielded, with oxygen and life support system. **Cost:** $500k (U.S.A., new), $50k (Russian, old model).

Stun Gun: This handheld device has metal prongs that deliver a high volt (but low amp) shock that disrupts a target's nervous system without causing permanent damage. Opponents struck must Save versus Toxin (10 or higher, plus PE bonus). With a success they are distracted for 1D4 rounds; penalty of -4 to Strike, Parry, and Dodge. With a failure they also lose the Initiative. **Range:** adjacent/melee. **Cost:** $100

Taser: A pistol device that fires two barbed darts connected to electrodes that penetrate the skin and transmit a high volt shock, causing muscle contraction and loss of control. Opponents struck must Save versus Toxin (14 or higher, plus PE bonus). With a success they lose Initiative and are distracted for 1D6 minutes; penalty of -2 to Strike, Parry, and Dodge. With a failure they are also Stunned; those elderly, sick, or with medical conditions must also save vs Coma (10 or higher, plus PE bonus). **Range:** 4 yards/meters. **Cost:** $1,000

Tools, First Aid Pouch: A small pocket-sized set of one-use supplies and medicines for treating simple ailments. **Cost:** $100

Tools, Multitool: A small pocket-sized foldable set of metal tools for mechanical repairs and maintenance. **Cost:** $100



Tools, Lock Pick Set: A pocket-sized set of thin steel picks to raise the pins of locks and an "L" shaped tension bar. **Cost:** $100

Tools, Lock Pick Gun: This item is only sold to law enforcement and military. It throws all pins into position and never damages the lock mechanism. Opens all types of locks (tumbler, spool, regular or mushroom). Rarely available on the black market, if so double or triple the price. **Cost:** $3,000

Tools, Repair Kit: A large hand-carried set of tools suitable for basic mechanical and electrical repairs. **Cost:** $250

Tools, Medical Kit: A large hand-carried set of supplies and medicines for treating injuries and ailments. **Cost:** $500

VEHICLES

The following is a simple guide for common civilian vehicles. The listed SDC is how much damage is sufficient to totally incapacitate it, necessitating major body repairs. If it sustains double the damage listed, the vehicle is totaled.

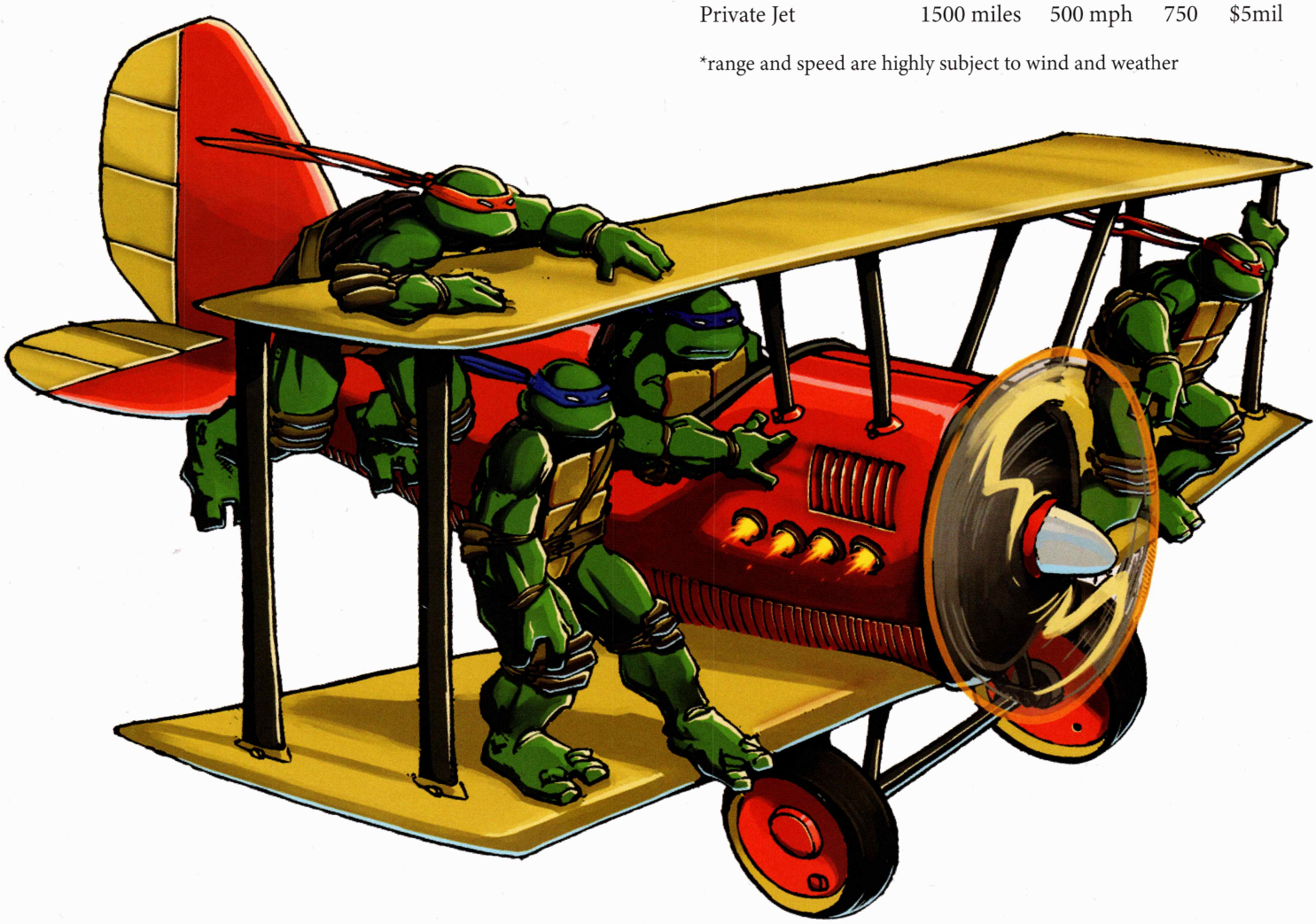
A note on pricing: for well-used vehicles deduct up to 50% from the listed price, while the newest models with the most advanced or luxury features may cost double the amount listed.

LANDCRAFT	Range	Top Speed	SDC	Cost
Skateboard/Scooter	—	15 mph	25	$250
Bicycle	—	25 mph	60	$500
Dirt Motorbike	100 miles	75 mph	100	$2k
Street Motorcycle	200 miles	100 mph	125	$5k
Speed Motorcycle	150 miles	150 mph	100	$10k
Cruiser Motorcycle	250 miles	125 mph	150	$15k
Compact Car	350 miles	100 mph	250	$20k
Sedan	300 miles	120 mph	350	$25k
Luxury Sedan	300 miles	120 mph	375	$50k+
Sports Car	250 miles	150 mph	300	$50k+
Mini-Van	350 miles	100 mph	350	$30k
Full-Sized Van	200 miles	120 mph	375	$30k
Sport Utility Vehicle	200 miles	120 mph	400	$35k
Truck (4WD)	200 miles	120 mph	425	$30k
Moving Truck	500 miles	75 mph	375	$40k
Semi-Truck	400 miles	100 mph	600	$100k

WATERCRAFT	Range	Top Speed	SDC	Cost
*Surfboard	—	15 mph	30	$500
Canoe/Kayak	—	10 mph	60	$1k
Rowboat	—	10 mph	100	$1.5k
*Sailboat, Small	—	15 mph	150	$10k
*Sailboat, Medium	—	20 mph	300	$25k
Jet Ski	50 miles	40 mph	75	$5k
Fanboat	100 miles	50 mph	250	$10k
Motorboat, Small	100 miles	30 mph	175	$12k
Motorboat, Medium	500 miles	40 mph	350	$30k
Speedboat	50 miles	80 mph	250	$40k
Yacht, Medium	500 miles	40 mph	375	$100k
Yacht, Large	1k miles	40 mph	500	$500k

AIRCRAFT	Range	Top Speed	SDC	Cost
*Hot Air Balloon	25 miles	10 mph	50	$20k
*Hang Glider	50 miles	40 mph	50	$5k
*Glider	250 miles	75 mph	150	$25k
Jet Pack	25 miles	100 mph	75	$100k
Ultralight	250 miles	75 mph	100	$10k
Biplane, 2-seater	400 miles	150 mph	250	$50k
Private Plane, Small	600 miles	150 mph	300	$100k
Helicopter, Small	500 miles	200 mph	250	$750k
Helicopter, Medium	500 miles	200 mph	400	$2mil
Bush Plane, 4-seater	700 miles	175 mph	350	$500k
Bush Plane, 10-seater	1000 miles	200 mph	600	$2mil
Private Jet	1500 miles	500 mph	750	$5mil

*range and speed are highly subject to wind and weather



EXPERIENCE

There are rewards for players and their characters besides the acquisition of material goods and reputation, and those are developing your character's skills, knowledge, and abilities. This is accomplished through the gathering of *Experience Points* (XP).

HOW TO WIN AT ROLE-PLAYING

Except in specially devised scenarios and tournaments there is no "winner" as in most other tabletop games. The accumulation of heroic deeds, friends, prestige, weapons, equipment, knowledge, and skills is the result good of role-playing and storytelling by the players and the Game Master. If a character successfully achieves their goals within the story's narrative, *that* is winning.

WHY AN EXPERIENCE SYSTEM?

The purpose of Experience Points and experience levels is to provide a way for characters to grow throughout the course of their journey within the long-term narrative of the game's story.

The reason we use an Experience Point system is because we find it realistic and practical. Training is useful, but there is no substitute for experience. Comic books and movies are full of stories where the main character thinks to themself something like "Only my years of experience enabled me to beat him" or "He's good, but lacked the years of experience and training to handle the situation." Practical experience in the field is an important and realistic factor in the development of *any* good character.

In this game, the Player Characters begin their career as powerful but untested heroes. They have studied, practiced, trained, plotted, and planned. They are ready physically and emotionally to begin a career in crime-fighting, but no matter how well prepared, the heroes still lack practical experience.

Likewise, player characters generally start off at a slight disadvantage. Their abilities are not yet fully developed or defined and, much like their professional skills, must be improved through use and experimentation. Thus their heroic abilities — whether supernatural, psionic, or trained — develop, grow, and strengthen as the character grows in experience. Even in comic books, most characters' powers and skills grow and develop as they mature and become combat-hardened. Those fantastic fellows and that spider-guy are two excellent examples of characters that started out fairly formidable, but matured and mastered their abilities to become truly formidable forces of power... and good.

This experience system is specifically designed so that characters will mature fairly rapidly, tapering off as they reach higher levels of experience (around fifth level).

Why do the experience levels only go to level 15? Because player characters are not likely to ever reach that level, even after years of regular play. In Kevin Siembieda's original play-test campaign where he developed the Palladium RPG system, after two years of regular, weekly, long (averaged 9 hours) playing sessions the characters averaged 7th to 9th level and progressed ever so slowly toward 10th level. Realistically, a high level character is not necessarily all that fun to play unless the campaign maintains a high level of challenge and adventure.

HOW OTHER SYSTEMS DO EXPERIENCE

It is difficult to devise a point system for a Game Master to judge and reward their players fairly.

Many *fantasy* role-playing games have their own unique system, charts, equations, and computations for character advancement.

Many *superhero* role-playing games avoid the whole question of levels by a system in which points are pumped back into the powers, but this often leaves skills undeveloped.

Game Masters, you may want to adapt one of these systems or certain elements to this game if that's what you're comfortable with. Considering how flexible and subjective most of our other game conditions and rules are, we don't see the logic in having a strict, limited Experience Point system. As with all the rules and details in our games, *do what works for you* at your table!

HOW PALLADIUM DOES EXPERIENCE

A subjective method of observation and logic by the Game Master is the foundation of gaining Experience Points in the **Teenage Mutant Ninja Turtles & Other Strangeness** role-playing game. Any unthinking hero can punch or blast a villain that just crawled out of the woodwork. Most experience systems concentrate on the "kill count," but what about the thought process? What about the decisions, plans, or motives behind a particular action? Doesn't cleverness and a cool head count? Aren't these the true ingredients of good role-playing? Shouldn't the brilliant medical student playing a character with an IQ of 4 (and staying firmly in character, saying and doing things as the character would, even though he realizes the stupidity as a player) get Experience Points for playing in character? Absolutely!

Each player's character involved in a given situation or confrontation should receive the appropriate Experience Points. The Game Master should make a list of the players at the beginning of the game and jot down each one's Experience Points as they gather them throughout the course of the session. At the end of the game, the Game Master totals each player's points and gives them the total so that they can keep track of their character's growing experience and skills.

The difficulty with this system of determining Experience Points is the subjectivity. The Game Master must utilize the following outline on the *Experience Points table* with some thought. **For example:** Eight third level heroes brimming with power and armed to the teeth attack and subdue one, lone, fourth level villain. The eight players should receive Experience Points for subduing a "minor menace." After all, the poor guy didn't have a chance and presented no real threat to the characters. However, if one or two first or second level characters defeated the same villain, they should receive experience for subduing a "major menace" or even a "great menace," because the threat and ingenuity involved are much greater.

We have found this method encourages and rewards imaginative role-playing instead of promoting unthinking "hack and slash" behavior at the table. Game Masters, don't be Santa Claus heaping wonderful amounts of Experience Points; be fair and tolerant. Let your players truly earn their Experience Points; growing in skill, knowledge, and power. If you have a group of players rising rapidly in experience levels, you will know it's because they are clever and imaginative — and that's what this game is all about!

CHARACTER EXPERIENCE LEVELS

A character involved in an adventure gains Experience Points for his thoughts, actions, and deeds. As these Experience Points accumulate, the character will reach new plateaus indicating his continual growth, development, and mastery over his superpower and skills. The more Experience Points a character receives, the higher the level he attains and the greater his abilities.

AWARDING EXPERIENCE POINTS

Game Masters, use the table below as a guideline for rewarding experience to characters. Players, be aware these things are the stuff of legends, and how your character becomes a hero of legend!

EXPERIENCE POINTS	Player Action
0	Fight to show off, cause trouble, out of pride, etc.
50-100	Avoid unnecessary violence (by instead using self restraint, diplomacy, stealth, intimidation, etc.)
25-50	Combat - defeat a minor menace.
75-100	Combat - defeat a major menace.
150-400	Combat - defeat a great menace.
25	Perform a critical skill (successful or not).
25	Idea or Action - clever, but failed or futile.
50-100	Idea or Action - daring (clever or not).
100-200	Idea or Action - clever or quick thinking.
200-500	Plan or Action - a critical one that saves the character's life or a few comrades.
400-1000	Plan or Action - a critical one that saves the entire group or many people.
25-50	Role-Playing - good judgment or thoughtful action.
50-150	Role-Playing - playing a character or alignment when it is inconvenient, difficult, or costly.
75-200	Role-Playing - deductive reasoning or insight that is critical to a plan or important decision.
100-300	Dangerous Action - endangering the character's own life to help others.
500-700	Dangerous Action - self-sacrifice (or potential self-sacrifice) in a life and death situation. Example: a hero leaping in front of a deadly explosion meant for someone else to save them, or offering their own life to save the group or another, etc.

HOW TO LEVEL UP

Players, be certain to keep a careful record of the experience given to you at the end of each gaming session. When a character gains a new level, be certain to tell the Game Master so that the skills and hit points can be increased accordingly.

Per Level of Experience, also called "per level up" or "per level," this term indicates the character can perform a skill, power, or ability with greater effect as they gain experience. In addition to increasing chances of skill success, this term often indicates the bonuses available from Combat Training, a Psychic Power's chance of effect, the damage from a Magic Spell, etc.

Gaining an Experience Level means that each time a character accumulates enough Experience Points, listed on the table below, they reach a new step in growth where their skills and abilities increase accordingly:

- Gain +1D6 to Hit Points.
- Gain +5% to *all* skills.
- Gain bonuses for Combat Training and Weapon Proficiencies.
- Gain a *new* Amateur skill at levels 4, 7, 10, and 13. This skill starts at the base skill percentile listed.

Example: A first level character with Basic Combat Training accumulates 2001 Experience Points and reaches second level. They gain 1D6 extra Hit Points, +1 to Parry and Dodge from their Combat Training, and *all* their Professional and Amateur skills gain a +5% bonus for leveling up (on top of the base percentile granted when the skill was gained at character creation).

EXPERIENCE LEVELS	Experience Points
Level 1	0,000 - 2,000
Level 2	2,001 - 4,000
Level 3	4,001 - 8,000
Level 4	8,001 - 14,000
Level 5	14,001 - 22,000
Level 6	22,001 - 34,000
Level 7	34,001 - 50,000
Level 8	50,001 - 70,000
Level 9	70,001 - 95,000
Level 10	95,001 - 125,000
Level 11	125,001 - 175,000
Level 12	175,001 - 225,000
Level 13	225,001 - 275,000
Level 14	275,001 - 335,000
Level 15	335,001 - 400,000+

Don't Judge A Book...

BY KEVIN EASTMAN AND PETER LAIRD

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YES?
YEAH... AH... IS CHET HERE?
WHO? NO ONE HERE BUT ME! SHOO! GO AWAY!
EASY PICK'NS!
WHO WAS IT, LEO?
AH, SOME KID. HAD THE WRONG HOUSE.
RING
HMMM...
RING
HELLO? OH, HI APRIL! YEAH, WE'RE ALMOST READY.
GOOD! THINGS ARE PRETTY BEAT RIGHT NOW, BUT IT'LL PICK UP REAL SOON. WHY DON'T YOU TRY TO MAKE IT OVER AROUND 9 O'CLOCK?
THIS IS THE JUNK STORE. HAH! LOOK AT THIS "PROTECTED WINDOW"... ONE GOOD TUG--OOF--AND IT'S OFF!
GO TO IT, MAN!

SMASH
HEY, DID YOU HEAR SOMETHING DON?
YEAH, IT CAME FROM OUT BACK!
HEY! SOMEONE'S BREAKING INTO THE SHOP! ...AND A BUNCH OF THEM, TOO!
WE'RE IN, NO PROBLEM!
NOTHING HERE BUT SECOND HAND JUNK. LET'S HEAD RIGHT UP-STAIRS TO THE OLD LADY'S!
THEY'RE THROUGH THE SHOP AND TRYING THE DOOR AT THE BOTTOM OF THE STAIRS! IT LOOKS LIKE WE'LL HAVE COMPANY!
RAPHAEL, GO UP TO OUR PLACE. WE'LL STAY HERE IN APRIL'S AND WAIT...
RATTLE RATTLE
SHHH! WE DON'T WANT TO WAKE THE OLD BAG! NOT YET!
HAH! SHE'S PROBABLY DEAF ANY-WAY!

CHEEZZ, THIS IS TOO EASY! SHE EVEN LEFT THE DOOR UNLOCKED!
YOU'RE RIGHT-- THIS IS TOO EASY!
WELCOME
YAAAA!

HOLY! -OOF!
WHAT? WHERE'S THE OLD LADY--MMFP!
LOOKING FOR ME!?
YOUNG HEATHENS!
TRYING TO PICK ON A DEFENSELESS OLD WOMAN!
BAP
WIMP!
OOF
BA
SH

WHAT THE HELL IS THAT?
SOMEKIND OF PROTEC-TION? A FLAK JACKET?
NO WAIT-- IT'S A SHELL!
UNDER HER --IT'S DRESS!
OOOHH...
LOOKS LIKE A TURTLE SH--
THEY HAVEN'T SEEN ME YET-- MAYBE I CAN REACH THE STREET BE-FORE THOSE THINGS GET ME!
PLEASE! PLEASE! PLEASE! DON'T LET THEM SEE ME!
OH BOY! THEY LEFT ONE FOR ME!

THUMP
BUMP
WAK
BRIP
KA-
BUMP
THIS THUG'S SPENT! YOU GUY'S O.K.?
I CAN'T BELIEVE IT! THESE GUYS BROKE-IN TO ROB AN OLD WOMAN!
I GUESS THEY'LL THINK TWICE BEFORE THEY DO IT AGAIN
OH, NO!
OUR COSTUMES ARE RIPPED TO SHREDS!
THEY WEREN'T MADE TO FIGHT IN!
NOW WHAT DO WE DO?

LATER...
BOY, IT'S ALMOST TEN, I WONDER WHERE THE GUYS ARE? I HOPE EVERY-ONE BUYS THE STORY THAT THEY'RE MY SOUTHERN COUSINS
HEY APRIL YOUR COUSINS ARE HERE!
WOW!
OH, GOOD!
OH, NO!
AH-- HI GUYS! AH-- NEAT- UM-- COSTUMES?
WOW!
WHAT ARE YOU SUPPOSED TO BE, GREMLINS?
YOU'RE CUTE!
COULD YA'LL GET ME A BEER?
ALIENS?
I THINK THEY WERE IN RAMBO OR SOMETHING, RIGHT?
NO, NO, IT WAS GOONIES! THEY LOOK SO REAL!
END

COMBAT

The TMNT combat system is based on the same rules as the rest of Palladium's role-playing games. Designed to be cinematic, fast-moving, and easy to play, all combat actions (Strike, Parry, Dodge, etc.) are resolved by rolling **twenty-sided dice (D20s)**.

RESOLVING COMBAT STEP-BY-STEP

As in any role-playing game, when the heroes tangle with the villains you have to figure out the results.

STEP 1: DETERMINE INITIATIVE

When opponents square off for battle the Game Master decides who has the initiative. In other words, who attacks first.

Ambushes: If combat is started by a successful melee *Sneak Attack* or ranged *Surprise Attack*, the attacker(s) always have the Initiative.

Sudden Violence: When a character initiates violence, the Game Master may decide that they have the Initiative; all other characters roll as below.

Showdown: Otherwise, when combat begins the Initiative goes to whoever rolls highest on a D20 after adding Initiative bonuses. In the case of a tie, reroll.

Initiative is determined once at the beginning of combat and retained between rounds until the combat ends, though characters may change the order by gaining or losing the Initiative as the result of actions (e.g. a character may be knocked prone and lose the Initiative, making them go last in subsequent Rounds).

STEP 2: ATTACKER ROLLS TO HIT

Next, the attacker with the initiative rolls a D20 to hit with a melee Strike (including Disarms, Tackles, etc.) or ranged Strike. If the result is a four or less (including bonuses) then the attack misses. **A Strike roll of five (5) or higher succeeds unless the target defends themselves with a Reaction.**

Armor: When the opponent is protected by armor, if the roll is a five (5) or higher *and* less than the defender's Armor Rating (AR), then damage is absorbed by the defender's armor (see Body Armor and Natural Armor, below). A roll over the defender's AR deals damage to their character's personal SDC then Hit Points as normal unless they successfully defend with a Reaction.

STEP 3: DEFENDER REACTS

When an attacker rolls a successful Strike, the defender can choose to Parry, Dodge, *or* use another Reaction by rolling equal to or higher than the Strike roll (defenders win ties). Characters can only defend against attacks they're aware of - ranged Surprise Attacks and melee Sneak Attacks *cannot* be reacted to with a Parry, Dodge, or other Reaction.

Parrying a melee Strike can be done automatically by anyone trained in any form of Combat Training (hand to hand) without using up an action. Characters without combat training use up an action every time they attempt to Parry.

Dodging bullets, missiles, and energy blasts is important because *ranged attacks cannot be Parried.* Melee Strikes may be Parried or Dodged. Dodging uses up an action.

Other Reactions means the character performs another maneuver to prevent being struck by the attack, using up an action. A common example would be trapping a melee attacker's weapon arm with an Entangle. Reaction options are unlocked by progressing in a character's chosen Combat Training.

STEP 4: ATTACKER ROLLS DAMAGE

If a roll to Strike is not Parried, Dodged, or otherwise reacted to then the attack is successful. In most cases this means damaging their opponent; the attacker rolls for the damage inflicted and adds any Damage Bonuses. Critical Strikes deal double damage - add all Damage Bonuses to the roll before multiplying.

STEP5: DEFENDER MAY TRY TO ROLL WITH IMPACT

With blunt physical attacks (fist, foot, staff, etc.), impacts with a blunt object, explosions, or falls the defender can use up an action to attempt to Roll with Impact. The defender must match or better the original attack roll on a D20 (10 or higher for falls).

Success on Roll with Impact means the victim takes half the damage dealt, and Stun attacks do not deal the Stun effect.

Failing to Roll with Impact means taking full damage off of the defender's SDC then Hit Points as normal.

CONTINUING THE COMBAT

Once the above is completed, the process is repeated for whoever comes next in the Initiative, or who comes next in descending order if D20s were rolled to determine it. So long as any of the combatants have actions left, the combat continues back and forth. When all combatants have used all of their actions, it's time to start a new round of combat.

MOVEMENT

Characters may take a Move Action once per round of combat.

Move Action - Basic: As an Action, a standing character can move a certain number of yards/meters (or inches on a tabletop) depending on their Speed Attribute. Please see the *Movement table* at the beginning of this book.

Move Action - Climbing & Crawling: Instead of traversing terrain as a basic Move Action, a character may crawl (if prone) or climb up to half the distance normally allowed by their Speed. If a challenging or dangerous climb (i.e. climbing a sheer rock face, not something easy like a ladder), the Game Master may require a Climbing skill check to determine the result. *Damage from Falls:* 1D6 from a 4 yard/meter height plus 1D6 for each additional four yards/meters of height, or fraction thereof.

Move Action - Jumping: Instead of traversing terrain as a basic Move Action, a character can jump up to two yards/meters (one tabletop inch) from a standing position, or four yards/meters (two tabletop inches) with a running start (by first moving four yards/meters); this is a Jumping Move Action. Those with the Acrobatics *or* Gymnastics skill can jump 50% further, or twice as far with both. If it is a challenging or dangerous jump (e.g. jumping between rooftops) the Game Master may require a Basic Athletics or Jumping skill check to determine the result.

Move Action - Swimming: Instead of traversing terrain as a basic Move Action, a character may swim up to half the distance normally allowed by their Speed. If it involves a challenging or dangerous swim (e.g. crossing the rush of water in a huge sewer during a rainstorm) the Game Master may also require a Swimming skill check to determine the result.

Move Action - Full Round Run: Instead of traversing terrain as a basic Move Action, as their first action in a round, a character may move the increased distance listed on the *Movement table* for a Full Round Run. This uses up their first action that round, and their remaining actions can *only* be used to Parry, Dodge, Roll with Impact, or to Change Posture (no Attack Actions or Reactions including defensive ones like Disarm, Entangle, Throw, Tackle, etc.).

Change Posture Action - Standing Up or Lying Prone: Separately from the normal Move Action allowed each round, as an action a character may change from a standing posture to a prone one (i.e. lying on the ground) *or* move from a prone posture to a standing one (e.g. after getting Thrown to the ground).

Object Action: Separate from the Move Action allowed each round, as an action a character may draw a weapon, stow an item, pick up something, or otherwise interact with an object (pull a lever, push a button, drink mutagen, etc.). Dropping items doesn't use an up action.

Skill Action: A character may make a quick skill roll as an action, with the Game Master's approval. This is often a Prowl, Perception, or other fast immediate skill use. GMs determine the time a skill takes to use depending on circumstances.

COMBAT TERMS

Armor Rating (AR): A target's AR indicates what the attacker must roll in order to do damage to it. Unless defended with a Parry or Dodge, any attack roll of 5 or better successfully strikes a character with no armor. Those with Natural Armor (like the TMNT) can only be hit by rolls over their AR. For characters with artificial Body Armor (metal armor, bullet-proof vests, etc.), damage from attack rolls falling under the Body Armor's AR are absorbed by the Body Armor's SDC, not the defender's. Only by striking the armor's AR or above is damage dealt to the defending character's personal SDC and Hit Points.

Example: A defender has Natural Armor with an AR of 8 and is wearing Body Armor with an AR of 11. If the attacker rolls 11 or higher, then damage is done directly to the defender. A roll of 8, 9, or 10 would damage the Body Armor, but not the wearer. A roll of 5, 6, or 7 would be absorbed by the Natural Armor. A roll of 4 or less would totally miss.

Actions per Round: The number of Actions a character can take within a 15 second round of combat. Characters without Combat Training have two Actions. Characters who have Combat Training start out with two Actions per Round, and gain extra Actions with Experience Levels - especially those with martial arts or other advanced combat training.

Example: A first level characters starts with two base Actions. When that character reaches fourth level they gain a bonus Action per Round from their Expert Combat Training. When combined with the two base Actions, this gives them a total of three Actions per Round.

Attack Action: An *Attack Action* is when the active character (determined by Initiative) uses their action to roll a D20 to Strike an opponent with an unarmed melee attack, an armed melee attack, or a ranged attack; if successful the target takes damage. The *standard Attack Actions* known by all characters - even those without a Combat Training - also include Disarm, and Tackle. *New Attack Actions* can be gained from progressing in Combat Training including Leap Attack, Hold, and Throw.

Blind: A Blinded character is at a penalty of -10 to Strike, Parry, Dodge, and Initiative. Animal Abilities like Electrosense and Sonar allow some characters to ignore these penalties in combat and other role-playing circumstances, according to the Game Master's judgement for different situations.

Body Armor: This is a worn protective armor. Body Armor has its own AR and SDC. Any attack that rolls between 5 and the AR of the Body Armor damages the armor but not the wearer. When the SDC of Body Armor is reduced to zero, it is no longer effective. Also see *Armor Rating* and *Natural Armor*.

Bonus to Strike (Ranged): This is the number added to the character's roll to Strike an opponent at range. **Example:** If a Level 4 character has WP Rifle, then when making a *ranged* attack with a rifle using an Aimed Shot they would roll with a +4 Bonus to Strike (+3 for Aimed Shot, with an additional +1 to Strike for WP level four).

Bonus to Strike (Melee): This is the number added to the character's roll to Strike an opponent in melee. **Example:** If a Level 4 character has a PP of 22 (+4 to melee Strike), WP Staff (+2 to melee Strike), and Elite Combat Training (+2 to melee Strike), then when making a *melee* attack with their Bo Staff they would roll with a total of +8 Bonus to Strike.

Critical Strike: This is an attack that does double damage to an opponent. Rolling a Natural Twenty to attack is an automatic Critical Strike. Combat Training can decrease this threshold by allowing Critical Strikes on Natural rolls of 19 or even lower. Critical Strikes resulting from such Natural rolls can only be successfully Parried, Dodged, or Reacted to by the defender also rolling a "natural" twenty, or equivalent number if the attacker rolled a Natural 19, 18, etc. Note that damage bonuses from high Strength (PS), Combat Training, etc. *are* also doubled.

Critical Strike *or* Stun with a melee Sneak Attack: Combat trained characters with advanced levels of experience have the option to automatically *either* Critical Strike *or* Stun their opponent with a melee Sneak Attack — they do not need a Natural 20 to do so, only a successful roll to Strike. Also see *Sneak Attack*, *Critical Strike*, and *Stun*.

Combat Training: This refers to a character's knowledge and proficiency in deadly close combat situations. A character can only have one Combat Training, which unlocks increasing bonuses and combat options according to their level. Also called Combat Style or Hand to Hand Combat skill.

Damage Bonuses: Characters with great Physical Strength or advanced Combat Training have bonus damage added to their melee attacks as well as damage from hurled items (see WP Targeting in the *Education & Skills section*). These Damage Bonuses are generally for melee attacks only and do *not* apply to bows or the use of modern weapons like explosives or guns.

Damage: The amount of physical harm done to a victim by an attack. Damage is subtracted first from the defender's SDC, then when that reaches zero, from Hit Points.

DAMAGE TABLE (BASIC)

Unarmed Humanoid	1D4
Weapon	Varies, see descriptions.
Collision	1D8 per 10 mph.
Falling	1D6 per 4 yards/meters
Fire (per Round)	Small 1D6, Medium 2D6, Large 3D6, Inferno 4D6
Smashing Glass	1D4
Dropped/Hurled Object	Small — 1D4 Medium — 1D6 Large — 1D8 per 100 lbs, +1D8 per 10 yards/meters.

Death Blow: Death Blow is an advanced form of Critical Strike that deals double normal damage *direct to Hit Points*. Death Blows are limited to the roll of a Natural high Strike roll; e.g. "Death Blow with melee attacks on a Natural 20." Once unlocked via Combat Training, Death Blow can be applied to any melee attack, whether made with a weapon or unarmed, and automatically bypasses all kinds of Armor. Death Blow cannot be applied to ranged attacks, or attacks made against inanimate objects (but it *does* apply to autonomous robots and androids). Also see *Critical Strike* and *Natural Twenty*.

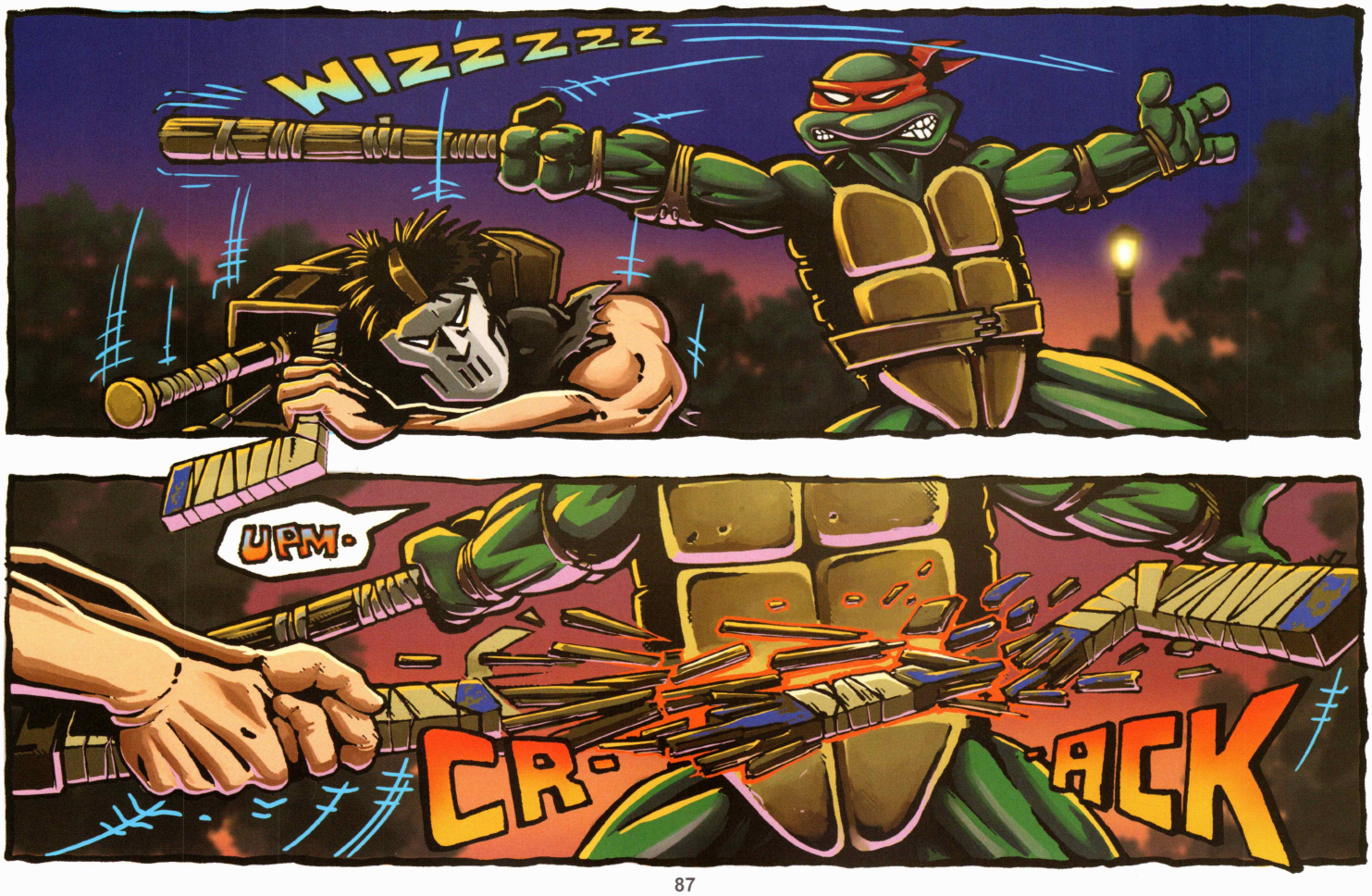
Disarm: The act of removing an adjacent opponent's held weapon or object from their grasp; a Disarm does no damage and uses up an action. Disarm is normally an Attack Action, but some Combat Training unlocks its use as a Reaction. To Disarm an opponent as an Attack Action, roll to Strike as normal. To Disarm as a Reaction, the defender must roll higher than the adjacent opponent's attack roll. With a success the target held item is forced out of the victim's grasp. The target item is either knocked away or falls to the ground; Disarm does *not* give the weapon to the character making the disarm move *unless* a Critical Strike is rolled. A failed Disarm does no damage and means the opponent remains armed.

Dodge: A Dodge is when a character moves out of the way of an attack, or avoids attacks by moving in a way that makes it difficult for opponents to hit them. Dodging is a Reaction that uses up an action, whether successful or not. To successfully Dodge, the defender must roll better than the attacker's Strike roll on a twenty-sided die (a D20). If an attacker rolls a Natural number to Critical Strike, the defender's Dodge roll must be a Naturally equal or higher roll on a D20. Defenders win ties.

Entangle: A defender can attempt to trap the weapon or limb of an attacker as a Reaction or an Attack Action. As a Reaction, this is done instead of Parrying or Dodging and uses up one of the defender's actions. To successfully Entangle, the defender must roll better than the attacker's Strike roll on a twenty-sided die (a D20). An Entangle is successful if the defender rolls above the attacker's strike roll, and means that the target limb and any weapon wielded by it cannot be used by the opponent until the end of the entangler's next action. In order to get free before the entangler's next action, the entangled opponent must attempt to free their limb as an attack action, rolling a Strike roll to do so, which the entangler may attempt to Parry *without* using up an action. At the start of the entangler's next action round, if they want to keep the opponent's limb entangled, they must initiate a new Entangle as an Attack Action.

Hand to Hand Combat: See Combat Training.

Hit Points: A representation of how close a character is to death; measured by how many points of damage a character can take before dying. Characters who take damage don't normally lose Hit Points until their SDC is down to zero, but Death Blows, toxins, and other dangers can bypass a character's personal SDC and deal damage directly to their Hit Points. A character's base Hit Points is their Endurance (PE) attribute plus 1D6 at first level. Another 1D6 Hit Points is gained every time the character levels up, see the *Character Experience Levels* section. Losing Hit Points is painful, and recovering them usually requires medical attention plus long periods of rest, see the *Recovery from Damage* section.



Holds: Using both hands, the attacker grabs an opponent and attempts to immobilize them. If the Strike is successful, then the attacker chooses the type of Hold to execute (see below) and the victim is helpless until released. Neither the attacker nor the victim can Move, Attack, Parry, Dodge, or otherwise React as normal during a Hold; this means it's easy for other characters to attack a victim Held by an ally. The victim may attempt to break free of a Hold on their turn as an Attack Action, making a Strike roll to do so, which the Holder may attempt to Parry *without* using up an action. If the victim fails, then the Hold continues. If the victim succeeds, then the Hold ends (no damage is dealt) and combat continues as normal. Hold maneuvers include:

Arm Hold: This type of Hold involves twisting the victim's arm behind their back or achieving a joint lock on their arm. The Holder may attempt to Disarm the victim on subsequent turns, the Holder and allies are +5 to Disarm the victim.

Leg Hold: With this type of Hold, the attacker is Standing but the victim is Prone on the ground with their leg held up in a joint lock; the victim cannot Stand Up and loses the Initiative.

Body or Neck Hold: In this type of Hold, both the attacker and the victim are either Standing or Prone (Holder's choice if they both started Standing, Prone if otherwise). Allies that melee attack the victim (who cannot React) get an automatic Critical Strike *or* Stun if their attack roll succeeds.

Crush Attack: After gaining a successful Hold on a victim, on following turns as an Attack Action the Holder may Crush the victim. Roll to Strike as normal, but 5 or higher succeeds as the victim cannot React. Success deals the attacker's unarmed melee damage. Characters with the Wrestling skill deal extra bonus damage with this attack, in addition to bonuses from Strength (PS), Combat Training, etc.

Initiative: Whoever acts first in combat has the Initiative, with others acting in descending order after that as determined by the Game Master and potential Initiative dice rolls (see the *Determine Initiative* section). Characters who *Lose the Initiative* (commonly the result of a melee Hold, Tackle, or Throw) drop to the bottom of the Initiative order. Characters who *Gain the Initiative* move to the top of the Initiative order.

Leap Attack: This is a favorite of the TMNT; the airborne assault where weapons or limbs are wielded in mid-leap. A Leap Attack can only be made at the beginning of a Round of combat, uses up two of the character's actions, and is the only offensive action the leap-attacker can make for the round. The attacker immediately Jumps as a Move Action to be adjacent to their target opponent (they get a running start if they have space). Usually only a single opponent can be hit with a Leap Attack, however if two opponents are adjacent to each other the attacker can leap between them to Strike both in one deft motion (roll only once to Strike). A successful Leap Attack deals double damage (this becomes triple damage if a Critical Strike or Death Blow are rolled). Leap Attacking uses up two of the character's actions, and their remaining actions can *only* be used to Parry, Dodge, Roll with Impact, or to Change Posture (no Attack Actions or Reactions including defensive ones like Disarm, Entangle, Throw, Tackle, etc. are possible). Making a Leap Attack using the feet in melee is also called a Jump Kick.

Melee and Melee Attack: A melee (pronounced "may-lay") is a brawl between adjacent opponents, and a term often used to describe any variety of close combat between characters. A Melee Attack is a combat Strike against an opponent within reach using limbs, natural weapons, or hand-held weapons. For "melee round," see Round.

Multiple Attackers: Attackers who outnumber their opponents can surround, flank, and otherwise overwhelm them. For each combat-capable (not Stunned, Blinded, etc.) adjacent opponent after the first a defender is at a penalty of -1 to Parry, up to a maximum penalty of -5 for six adjacent opponents. Each

adjacent ally allows the defender to ignore 1 point of penalty to Parry for Multiple Attackers, bringing balance to larger melees. Defenders with WP Paired and armed with their designated weapons ignore this penalty to Parry.

Example: Raphael is fighting three Foot Clan ninjas, and ignores the Multiple Attacker penalty because he has WP Paired (Sai). However, a ninja successfully Disarms one of his Sai; Raphael is now at a -2 penalty to Parry attacks from any of his adjacent opponents. Donatello, seeing his brother in trouble, takes a Move Action to be adjacent to Raphael which reduces the penalty to -1 and helps to even the odds of the fight.

Natural Armor: Natural Armor is found on mutants and creatures with a tough skin or a hard body covering, as well as advanced Bio-Armor and objects like tanks. Natural Armor is so tough and resilient that any attack roll equal to or below the character's AR *does no damage* (other than scuffs or scratches); only a roll above the character' s Natural AR inflicts damage.

Natural Twenty: This is the result of 20 when rolling a twenty-sided dice (D20). A roll to Strike (without modifiers) of twenty is always a Critical Strike. **Example:** If a character with a +4 bonus to Strike rolls a 16 the modified result is a twenty, but this is *not* a Natural Twenty, and it is *not* a Critical Strike. A Natural Twenty beats all other rolls and can only be successfully Parried, Dodged, or otherwise Reacted to by another Natural Twenty.

Parry: A Parry is a Reaction where a defender attempts to deflect an attack away from their body, usually by blocking an attacker's weapon or limb. Characters with Combat Training can Parry without using up an action; this is called an *Automatic Parry*. Ranged attacks cannot be Parried without a Shield. Characters can attempt to Parry any Strikes they are aware of within their line of sight. If successfully Parried, an attack deals no damage.

Prone: A character who is Prone is lying on the ground. While this may help in concealment or to take cover from enemy ranged attacks (Game Master's call), it means the character cannot take a normal Move Action, and must instead Crawl as a Move Action or use an action to change their Posture to Standing; see the *Movement* section.

Pull Punch: The ability to control the force of a melee Strike, usually used to reduce the blow to less than killing force. An attacker can choose to halve the damage, quarter damage, deal only a single point of damage, or no damage at all. A character must declare a Pull Punch before rolling to Strike. To successfully Pull Punch the player must roll an 11 or better on a D20, failure means full damage will be inflicted by the Strike.

Ranged Attack - Targeting: Simply, this means making an Attack Action at range with a hurled weapon or physically powered projectile (like a bow). Rolling to hit adding the character's PP Strike bonus (if any) to their WP Strike bonus (if any).

Hurling Objects: Any small objects such as rocks, bottles, knives, shurikens, acids, or explosives can be hurled as an Attack Action. The effective range is 10 yards/meters for those without *either* WP Targeting *or* General Athletics; 20 yards/meters for those with. Strong characters add 2 yards/meters to hurling range for each PS point above 15.

Ranged Attack - Modern Weapons: When firing a weapon as an Attack Action, there are three main modes of attack:

Aimed Shot: This is when a character takes the time to carefully aim and squeeze off one well-placed shot. This is the basic attack that can be performed with all missile weapons.

Burst Shot: This when a character with an automatic weapon (usually a submachine gun or machine gun) shoots several rounds, one immediately after another, at the same target. Aim is hastier and the recoil from the weapon's action moves the aim point with each shot, reducing accuracy. While accuracy is reduced, the odds of hitting one's target with multiple rounds is increased. **Note:** Roll to Strike only once to see if the entire Burst hits — do *not* roll for each individual bullet. Only weapons with a Burst damage listed can be fired this way.

Wild Burst: This is when a character shoots an automatic weapon into an area without taking time to aim. This usually happens when a character is trying to hit an unseen opponent or angry, running, rolling, leaping, shooting from a moving vehicle, etc. Roll once to Strike with the Wild Burst, but their is a 20% change of *hitting an innocent bystander* in or past the target area. Damage is as normal for one round.

Ranged Attack - Natural Energy Blasts: Some characters have powers that enable them to emit blasts of fire, electricity, or other energy. Shooting an energy blast is an Attack Action.

Reactions: When attacked by an opponent, the target may defend themselves by using up an action in response, i.e. a *Reaction*. The standard Reactions known are: Parry and Dodge. More can be gained from progressing in Combat Training; the most common one is Automatic Parry (the defender may Parry without using up an action). Other Reactions that may be gained include Entangle, Disarm, and Throw — while some of these maneuvers are commonly available as Attack Actions, being able to interrupt an opponent's attack (and avoiding its effects) with a character's own Reaction can be quite powerful in turning the tide of a combat. To successfully React, the defender must roll better than the attacker's Strike roll on a twenty-sided die (a D20); Parry and Dodge have specific bonuses that apply, most other Reactions add the defender's melee Strike bonus instead. If an attacker rolls a Natural number that is a Critical Strike (like a Natural 20), the defender's Entangle roll must be a Naturally equal or higher roll on a D20. Defenders win ties.

Roll with Impact: As an action, victims can reduce the impact of blows, explosions, and falls by rolling their body with the kinetic energy. Roll with Impact does *not* work against energy blasts, bullets, fire, bladed weapons, sharp natural weapons, psionics, or radiation, etc. Victims who successfully roll over the attacker's Strike on a D20 take half damage. Falling characters must roll a 12 or higher to Roll with Impact of a fall.

Round: A period of combat lasting 15 seconds; this is the time combatants have to attack, react, move, draw weapons, and take other actions. Also called a Combat Round or Melee Round.

Saving Throws: Occasionally characters must roll to save against exotic attacks like toxins, insanity, psionics, etc. This is done by rolling a D20 and trying to meet or beat a target number. The target numbers are generally listed when a save is required, but Game Masters can use the following as a guideline for circumstances that may come up:

Poison — 14 or higher for lethal, 16+ for non-lethal.

Harmful Drugs — 15 or higher, varies with potency.

Magic — 12 or higher for apprentice mages, 16+ for masters.

Acids — No save possible... Dodge!

Psionics — 15 or higher for non-psychics, 10+ for psychics.

Strangeness — 12 or higher, depending on circumstances.

Sneak Attack (Melee) : An attacker may lie in wait (ambush) or sneak up (Prowl) to melee attack an opponent, usually from behind or above. If the foe does not discover the attacker then the *Sneak Attack* is successful; the sneak attacker always has Initiative and the defender is not able to Parry, Dodge, or otherwise React to the Sneak Attack.

Surprise Attack (Ranged): By making a ranged Attack Action from a distance without being detected, the attacker(s) can make a *Surprise Attack*. If the defender is not aware of their presence, violent intent, and location, the defender automatically loses Initiative and may not Dodge or otherwise React to the first round of ranged Surprise Attack(s).

Structural Damage Capacity (SDC): This is the amount of damage an object can absorb before breaking. Living creatures also have SDC; it represents their physical resistance to damage and ability to shrug off grazes and other minor injuries. The SDC of a living thing must be reduced to zero before it takes damage to Hit Points, with rare exception for certain special attacks like poisons or Death Blows.

SDC TABLE (BASIC)

Below are the SDC values for a variety of common objects. For vehicles, shields, handcuffs, and other items see their entry in the *Equipment section*. When an object's SDC is reduced to zero it is broken. Game Masters, exercise common sense, e.g. a normal human can't break a vault door with bare fists no matter how many times they punch it or Natural Twenties are rolled.

Importantly, the SDC applies to the entire object. A bullet can penetrate many objects with only a small fraction (about 2%) of SDC loss. For example, if a bullet punching through an exterior brick wall hit a target it would inflict normal damage minus the 4 points of SDC it took to get through the wall.

A weapon's SDC is only damaged if someone is attempting to break the weapon. A properly wielded sword can inflict damage or Parry without losing SDC On the other hand, using the sword blade to wedge open a door could potentially snap it off — especially if it is of poor construction.

Box, Cardboard	2 SDC
Box, Wood Shipping Crate	15 SDC
Box, Metal Shipping Crate	50 SDC
Car, Door Only	75 SDC
Car, Windshield Only	25 SDC

Door, Interior, Wood	50 SDC
Door, Exterior, Wood	100 SDC
Door, Metal Grill	250 SDC
Door, Solid Metal	400 SDC
Door, Metal Safe	600 SDC
Door, Bank Vault	5,000 SDC
Lock, Dead Bolt	75 SDC
Lock, Heavy Padlock	50 SDC
Wall, Interior Plaster	75 SDC
Wall, Exterior Wood	150 SDC
Wall, Exterior Brick	200 SDC
Wall, Cinder Block	300 SDC
Wall, Reinforced Concrete	400 SDC
Weapon, Wood	40 SDC
Weapon, Metal	100 SDC
Weapon, Handgun	35 SDC
Weapon, Longarm	75 SDC
Weapon, Artillery Piece	1,500 SDC
Window, Glass	20 SDC
Window, Plexiglass	50 SDC

Stun: The victim of a Stun attack is dazed for 1D4 rounds; reduce Actions per Round to 1, Speed by half, and they get no combat bonuses and cannot perform skill checks.

Tackle Attack: The attacker rams and grabs an opponent to drag them to the ground as an Attack Action. If the Strike is successful (i.e. not Parried, Dodged, or Reacted to as normal), then the attacker deals unarmed melee damage to the defender. Both are knocked Prone unless the defender succeeds in a Basic Athletics or Balancing skill roll; with a success they both remain Standing; with a failure both are Prone, the defender loses the Initiative, and the attacker is +5 to Hold the defender on their next Attack Action. Also called a "Body Block."

Throw Attack: Using leverage, the attacker throws an opponent to the ground as an Attack Action. If the Strike is successful (i.e. not Parried, Dodged, or Reacted to as normal), then the attacker deals unarmed melee damage to the defender, who is knocked Prone and loses the Initiative. Also called a "Body Flip." Different from Hurled attacks (see *Ranged Attack - Targeting*).

EXAMPLE COMBAT

Carol is playing *Sheila,* a Level 4 mutant dog with Advanced Smell and Advanced Hearing. She has a katana and is trained in Martial Arts, WP Sword, and Fencing. Sheila is tracking down a bank robber, but doesn't know he is waiting to ambush her.

Hudson Smith is a Level 3 non-player character (NPC) played by the Game Master (GM). Hudson but has no Combat Training, but knows WP Handgun and is armed with a 9mm pistol. Hudson's Basic Athletics skill allows him to Prowl at 35%.

GM: Your clue leads you to a dark, silent warehouse. The huge front door is wide open. What are you going to do?

CAROL: I try finding the criminal with my advanced smell and advanced hearing.

GM: Okay. Check perception, roll percentile for each.

CAROL: Hmmmmm... A "00" and a "9", I've got a 09% for Smell!

GM: You recognize the smell as belonging to the person who robbed the bank. You aren't sure exactly where he might be, but he's either in the warehouse or was here recently.

CAROL: Now I'll roll to hear him... Oof, I rolled a 97%.

GM: All you hear is freeway traffic a few blocks away, you can't pinpoint any nearby sounds. What are you doing now?

CAROL: I cautiously enter the warehouse.

GM: Do you have your sword out?

CAROL: No. I don't want to kill him. I look for him, do I see him?

GM: Just a second. *[The GM knows Hudson is waiting quietly to ambush. He rolls to see if Hudson's Prowl succeeds... It's a 31% so Sheila doesn't easily spot him.]* While you are looking around you hear someone pull a weapon. They open fire with a gun!

CAROL: I dodge!

GM: You can't, they successfully prowled so you've been ambushed by their surprise attack. He fires an aimed shot... on a D20 I roll... a 17, and his +3 to strike makes it a 20.

CAROL: Oh no! Doesn't a critical strike mean double damage? And can my character, Sheila, roll with the impact?

GM: Yes, double damage is possible, but only if it's a *natural* twenty. His 20 was the result of his bonus to strike so it's only normal damage. And no, you can't roll with the impact of a bullet. His shot does 3D6 damage and I roll... a total of 15.

CAROL: Well, with my SDC of 35, that hurts but it's just a flesh wound... so far. Is he close enough for me to hit him?

GM: He's about 40 yards away.

CAROL: With my Speed, I can get that far with a full round run.

GM: Okay. You close the distance to him by the end of this round. He takes one more shot... and misses with a 1. Now we start a new round... He still has the initiative, and opens fire again.

CAROL: This time I'm going to dodge.

GM: He shoots again, and his roll to attack is... an 8. With his bonus to hit on an aimed shot, you've got to dodge an 11.

CAROL: I roll... an 8 as well. With my +3 to dodge, that's an 11.

GM: Defenders win ties - it's close, but you dodge his fire. It uses up an action, you've still got two more. What are you doing?

CAROL: I'm gonna punch this guy's lights out... 14 with bonuses!

GM: The bank robber rolls to parry... a 16; he parries your punch.

CAROL: Hey! If he did an automatic parry he must have training.

GM: He doesn't have formal combat training, so the parry uses up the last of his two actions this round. Your third action?

CAROL: Time to take off the kid gloves. I'm pulling my katana out as an action, then he'll wish he had surrendered!

GM: Didn't you say that you don't want to kill him?

CAROL: I didn't want to, but I can't keep taking bullets. That's the end of the second combat round, right?

GM: Correct. New round. Now it's his action. Lucky for you, he fired some shots earlier at the bank and now he's out of ammunition. He rolls to punch you with... a 12. That's a hit.

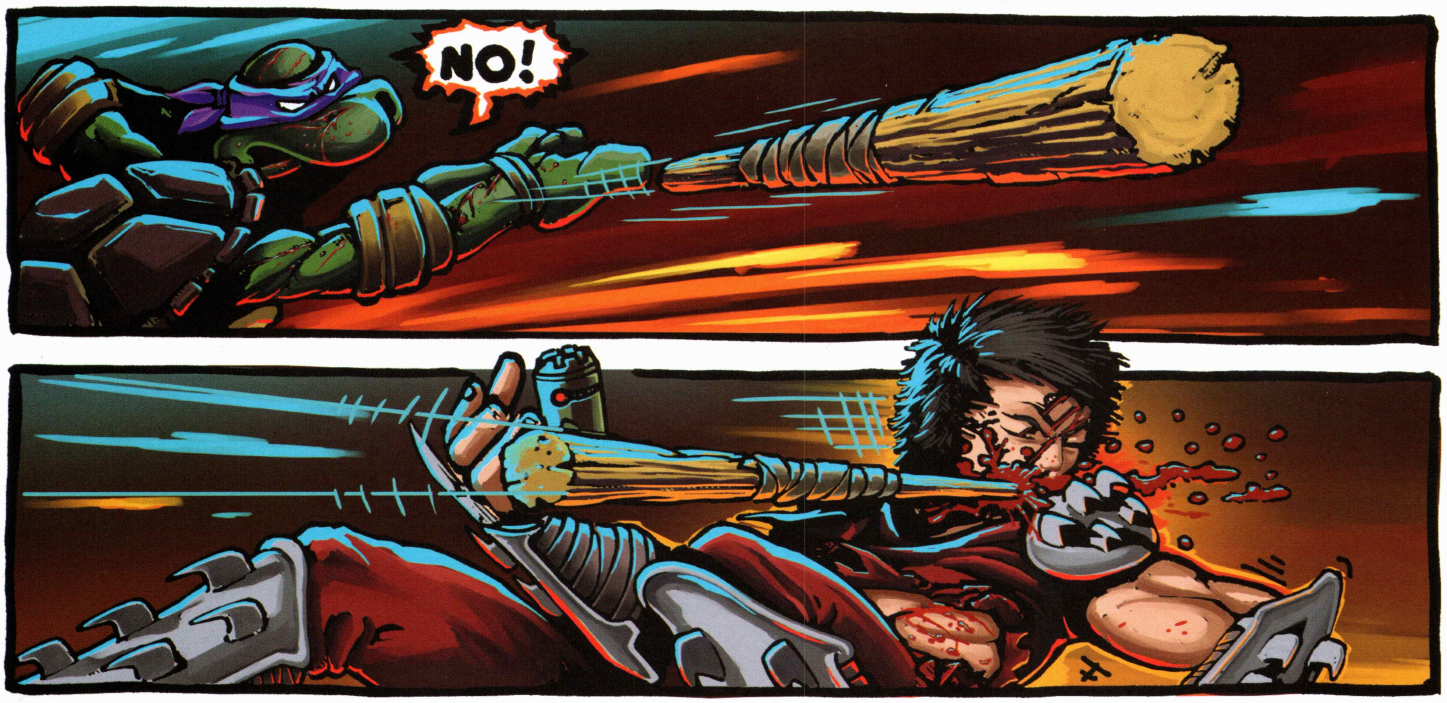
CAROL: I parry... a 10, but +6 to parry with my katana, a 16.

GM: You expertly deflect his attack. It's your turn again.

CAROL: Let's end this, I swing with the katana... a natural twenty!

GM: That's a critical strike! The thug is getting nervous, you can see it on his face. Even though he needs to roll another natural twenty to parry your katana, he desperately tries anyway... and fails. This is getting good, roll for damage...

...and the battle continues in this way. If Hudson takes a lot of damage from Sheila's katana, he will probably surrender. Notice, the Game Master never tells the player ahead of time what the bank robber's weapons, skills, or abilities are - or even his name - these details are slowly revealed, adding tension to the story.



DAMAGE EFFECTS & RECOVERY

Healing skills (First Aid, Paramedic, and Medical Doctor) include basic trauma and injury care like the cleaning of wounds, bandaging, stopping bleeding, and so on. Basic first aid is fine for minor wounds (SDC damage). However, serious injuries like internal bleeding, organ damage, and fractured or broken bones (Hit Point damage) require bed rest and preferably professional treatment. In these cases, healing skills help a character survive until they can reach better medical care. See the *Medical* skill descriptions for more details.

BLEEDING OUT

When a character is **reduced to 25% of their Hit Points** they are Bleeding Out and will soon die of blood loss unless they receive first aid; **take 1 Hit Point of damage every minute (4 rounds) due to Bleeding Out.** Even just success with a basic First Aid skill roll and little or no movement allows time for the binding of wounds and prevents further damage from Blood Loss.

HEALING DAMAGE

After a battle, characters who sustained physical damage must tend to their wounds. The tending of wounds can be administered by fellow characters trained medical personnel or by oneself if the character has first aid skills and is not physically impaired.

HEALING HIT POINTS

Recovery — No Treatment: This is basic first aid treatment followed immediately by poor rest. This usually happens when a character is "walking wounded," trapped behind enemy lines, otherwise in a situation where full bed rest is not possible, or when a hero refuses to take time off from their mission for proper recovery. Recovery Rate: 1 Hit Point per day (24 hours).

Recovery — Non-Professional Treatment: This is rest and basic first aid treatment by oneself or from non-medically trained people. This type of treatment may be used if the character does not want to involve the police or hospitals. It is not necessarily inferior treatment, especially for not-too-serious ailments, but lacks the full facilities and expertise of a major medical institution. Recovery Rate: 2 Hit Points per day (24 hours).

Recovery — Professional Treatment: This is rest and medical treatment from a doctor, clinic, or hospital. It includes the benefits of bandages, medications, and care by experienced professionals. Recovery Rate: 2 Hit Points the first day (24 hours), 4 Hit Points for each day thereafter.

HEALING SDC POINTS

Characters naturally recover their SDC at a rate of five (5) per hour of rest and relaxation. This means that the character must rest or sleep to rebuild physical body strength. Without rest, the character does *not* regain SDC points.

SURVIVING COMA AND DEATH

When a character's Hit Points are reduced to zero (or less) they collapse, lapsing into a coma. This character is near death and will die within minutes from blood loss unless they receive first aid, see *Bleeding Out* above.

Once the bleeding is stopped, the character only has a few hours to get medical treatment to help them recover from the coma.

DAMAGE BEFORE DEATH

How much damage below zero a character can undergo is indicated by their Physical Endurance (PE) attribute. A character can take one point of damage below zero (-1, -2, -3, etc.) for each PE point. **Example:** A character with a PE of 9 will lapse into a coma at zero Hit Points, but still lives up to negative 9 Hit Points. However, if they receive more damage than their PE (which is very possible, especially from *Bleeding Out*), they are dead, with no hope of recovery. Thus, if a character with a PE of 9 takes 10 Hit Points of damage (or more) below zero, exceeding their PE, they are beyond medical help and immediately die.

COMA LENGTH

The length of time a character can survive without treatment in a coma is also indicated by the PE attribute number; one hour for each PE point. **Example:** PE 9 = 9 hours, PE 10 = 10 hours, and so on.

SURVIVING A COMA

Whether a character survives to wake up from their coma or dies is determined by the roll of the dice. With two successful rolls to *save vs Coma* out of three tries, the character recovers.

Note: A character can attempt to recover from a coma every hour; failure does not mean death unless the coma has lasted more hours than the length of time allowed by the character's PE.

SAVE VS COMA (ROLL 2 OUT OF 3)

To *save vs Coma* a character must **roll 16 or higher** on a twenty-sided die (D20), including their Physical Endurance (PE) bonus. Treatment quality, facilities, and level of access to specialists are important factors that can provide hefty bonuses:

- +0 — Recovery without medically trained personnel.
- +1 — Non-professional personnel with first aid skills.
- +3 — Professional paramedic or registered nurse (R.N.).
- +5 — Doctor *without* proper facilities.
- +7 — Doctor with basic clinic facilities, no specialists.
- +9 — Doctor with small hospital facilities, few specialists.
- +10 — Doctor with large hospital facilities, many specialists.

RECOVERY FROM A COMA

With two successful rolls to save vs Coma out of three tries, the character is brought back to one Hit Point above zero and breaks out of the coma; their condition is stabilized and they are no longer in danger of dying. Recovery of Hit Points after that is standard; see *Healing Damage*.

The character has cheated death, *this time...*

OPTIONAL DAMAGE SIDE-EFFECTS

The following tables are *optional*, but are provided for the Game Master to use at their discretion to advance the story. They can be used after every fight, or applied selectively when the Game Master thinks dramatically appropriate (e.g. after a climactic battle or following combat with a particularly powerful enemy).

The *Near Death Side-Effects* table is left entirely up to the Game Master's discretion — whether you use the others or not, carefully consider this one. In some circumstances, it might feel like a punishment to use this table. In other cases, a Game Master can use it to allow characters to survive deadly experiences they shouldn't have; in these cases it will feel like a mercy.

SDC DAMAGE SIDE-EFFECTS (OPTIONAL)

Roll on this table when 75% or more (all) SDC points are depleted. **Impairment is temporary**, lasting 2D4 days. Remember penalties are cumulative; roll each time the character is badly hurt losing all or most of their personal SDC.

Percentile	Description	Penalties
1-15	Minor bruises and lacerations.	Spd -2
16-30	Bruised and battered muscles.	Spd -3, PP -1
31-45	Injured arm or shoulder.	PP -2, -2 Parry
46-60	Injured leg or hip.	½ Spd, -2 Dodge
61-75	Injured hand or wrist.	PS -2, PP -1
76-90	Concussion or head injury.	-5% on all skills
91-00	Injured back or pelvis.	PE -2, PP -2

HIT POINT DAMAGE SIDE-EFFECTS (OPTIONAL)

Roll on this table when 75% to 99% (almost all) Hit Points are depleted. **Impairment is temporary**, lasting 1D4 weeks. Remember penalties are cumulative; roll each time the character is badly hurt losing most or almost all of their Hit Points.

Percentile	Description	Penalties
1-9	Severe bruises and lacerations.	PE -2, PP -2
10-19	Torn arm muscle.	PS -2, -2 Parry
20-29	Torn leg muscle.	Spd -4, -2 Dodge
30-39	Fractured bone: arm.	PS -4, -4 Parry
40-49	Fractured bone: leg.	½ Spd, -4 Dodge
50-59	Fractured bone: ribs or pelvis.	PE -4, PP -4
60-69	Broken bone: arm.	½ PS, -6 Parry
70-79	Broken bone: leg.	½ Spd, -6 Dodge
80-89	Broken bones: torso.	PE -4, ½ PP
90-100	Severe concussion.	-10% on all skills

NEAR DEATH SIDE-EFFECTS (OPTIONAL)

Roll on this table when a character loses all of their Hit Points and therefore has been near death (i.e. in a coma). Impairment is permanent as a result of the grave physical damage.

Percentile	Description	Penalties
1-10	No permanent damage.	None.
11-20	Minor stiffness in joints.	Reduce PP by 1.
21-39	Major stiffness in joints.	Reduce PP by 2.
40-55	Legs impaired; limps.	Reduce Spd by 2.
56-70	Major scarring.	Reduce PB by 2.
71-82	Chronic pain.	Reduce PE by 2.
83-92	Minor Brain damage.	Reduce IQ by 1.
93-00	Major brain damage.	Reduce IQ by 2.

GAME MASTERING

HOW TO RUN A GOOD GAME

The major objective of any Game Master is to provide a good role-playing experience for themselves and the players. In other words, it's up to the Game Master to see that everyone has fun. Game Masters who ignore this simple principle tend not to remain Game Masters for very long.

So, how do you run an enjoyable role-playing game?

STORY TRUMPS RULES

First, remember that *the rules aren't perfect things* to be memorized and followed without further thought, they here to help you and your players **share a cinematic adventure experience**. If something doesn't feel right or bogs down the action, then change it a bit or ignore it and keep the story rolling! You can always dive into the rules later after the game session to check the details and figure out what to do next time.

As the Game Master you are the final judge of the rules... but also the final judge of what makes for an enjoyable game and what doesn't. Concentrate on creating an immersive story with the help of your players, and everyone will naturally have fun.

REWARD EXCELLENCE

Game Masters should carefully read the *Experience* section, see page 74. There are two main points that need to be stressed.

First of all, the most important thing that a player can do is to *play in character*. That means the player should develop a personality for their hero and stick to it. Always reward players who play their Attributes, Alignments, and personalities well.

The second most important thing that a player can do is *think*. Always reward players who use their head and get into the story.

One final note. There is no room for favorites when awarding Experience Points. A Game Master who gives Experience Points based on friendship or who bought pizza is simply cheating their players and themselves. Just consider, if you were keeping score in a card game, would you give more points to your buddies? No one ***gets*** Experience Points, they ***earn*** them by playing in character, using their wits, being heroes, and interacting with the story.

DICE ARE DESTINY

Dice are the major tools of the Game Master. Like any tool, they should be used only when circumstances demand it. Dice should *not* be used to slow down the game or to substitute for logical decisions. Use dice for the following:

Non-Player Characters make their will felt through the dice. In other words, if you're not sure how a particular NPC should react, then roll some dice and let them make the decision for you.

Combat results directly involving the heroes are always determined by dice rolls. It's the Game Master's responsibility to roll for the Strike, Parry, Dodge, and other actions of all the NPCs.

Damage, Coma, and Death must always be determined fairly by rolls of the dice.

ADVENTURES

Think of these like the episodes of your favorite show, or issues of your favorite comic. What made specific stories your favorite?

Importantly, you've got to select (or if necessary, modify) an adventure that fits your gaming group's favorite kinds of stories and what their heroes are good at. This can be a scenario from this book or something you design yourself. The important thing is that it matches the players and characters who will be in it. Ask yourself the following questions:

- Will the players have a difficult, but not impossible, time defeating the villains and challenges in the scenario? Players are easily bored by villains or scenarios that are too easy to defeat. On the other hand, if the game is too difficult the players will simply get frustrated. You don't have to get this perfect from the start, we encourage you to adjust these things on the fly as you see the need.
- Will all the players have a chance to use their individual abilities and skills? Nobody likes to be a wallflower in a role-playing game. Make sure that there's enough action and intrigue for every player to have an impact on the story.
- Do the objectives of the scenario match those of the characters? You should expect each player to use their character's personality and alignment. Some stories may need some added motivation to spice up the stakes and really get the heroes hooked (e.g. "oh no, they also kidnapped Master Splinter!" or April, or Casey, etc.).

Here's an example of a mismatched scenario. The characters in a comic book themed role-playing game group were used to fighting world-threatening monsters and aliens. Then they were forced into a scenario that involved tracking down some drug dealers. The Game Master couldn't understand why the players weren't interested in the scenario until they explained that:

1. None of the heroes had any police or investigative skills.
2. Most of the characters had secret identities and could only take on their hero form during obvious emergencies.
3. The heroes had no orders from their agency to deal with the issue at hand; they felt like they were "going rogue."

In other words, the heroes had no motivation or reason to participate in the story as it was presented to them — this wasn't their kind of problem to solve.

In the end, setting up a scenario is a judgment call. You can't be sure every story will "work" perfectly for your players, but you have a better chance of success if you figure out their motivations and goals beforehand and adjust the plot to match.

BYSTANDERS, PEACE OFFICERS, AND VILLAINS

As the Game Master, you are responsible for playing just about every kind of person that you can think of. Innocent bystanders, police, and vile villains should all be played as best as you can. Remember that any character can be an enjoyable contribution to a vivid role-playing experience.

One way of putting a little spice into a role-playing game is by presenting characters who are out of the ordinary. Villains aren't always brutal; play one who is courteous and kind. Just think how much fun it can be if our heroes rescue a child from certain death and find out the kid is an obnoxious brat.

Try to picture what real people would do in particular situations. For example, what would an old lady do when confronted with some hideous mutant animal? Sure, some would just scream and pass out. On the other hand, we all know some tough old birds who would calmly reach for a shotgun. And how about a crazy bag lady who would use the opportunity to beg for a handout?

CHARACTER CREATION

The main table for rolling up an animal character includes all the various animals in the *Animal Section* (see page 14), but this doesn't mean that the Game Master can't change that. For example, in the first playtest of the TMNT RPG, all the characters were supposed to be city dwellers. So all the players rolled on the *Urban Animals* table **only**.

Another example would be to have all the characters be the result of laboratory experiments by using the *Lab Animals* table; these mutants would all have the *Deliberate Experimentation* result for their Origin.

Feel free to develop special tables, restrictions, or bonuses. The point is that *you*, the Game Master, can do whatever you need to do to set up the role-playing game and story according to your own ideas. Players should be directed to create characters that fit your overall plan for the story and its themes.

EXAMPLE: THE SPARROW-EAGLES

Note: This is a (relatively) accurate account of how the Sparrow-Eagles were "rolled up" during the first play-test of **Teenage Mutant Ninja Turtles & Other Strangeness**. Names have been changed to protect the guilty.

Three players, Frank, Bob, and Ted, have decided to roll up Team Characters. The Game Master is giving instructions:

GM: I'm warning you! This is your last chance to back out. All three of you are going to be stuck with whatever Animal and Origin gets rolled. Are you all agreed?

BOB: Yup! **TED:** OK. **FRANK:** Sure.

GM: You all start by rolling up your Attributes individually. Go ahead and do that now. (The players roll 3D6 for each of their eight Attributes. Any time they roll a 16, 17, or 18 they can roll an additional 1D6 for that Attribute.)

GM.: OK. Everybody's done rolling. Time to use your first Team Character bonus. Ted, did you roll over 15 on any of your Attributes?

TED: I rolled a 17 for PE.

GM: So what did you roll on the extra die?

TED: I got a five.

GM: Frank; did you get any Attribute bonuses?

FRANK: I rolled a 17 on PB, but the extra die was just a one.

GM: Now you, Bob.

BOB: I rolled an 18 on ME and a 17 on PE. The extra rolls were 3 for ME and 2 for PE.

GM: All right. That means that everyone gets +1 on PB, +3 on ME, and +5 on PE. If you haven't already added it in then do so now.

BOB: Wait a minute! I got an Attribute bonus of +2 for PE and Ted got a +5 on PE. Doesn't that mean we should get a +7?

GM: Nope. You only get the highest Attribute bonus. Now let's get on to Step 2, rolling for the kind of mutant animal you're all going to play. Are you going to take turns rolling?

FRANK: Nah. We've decided that Bob's going to do all our rolling.

GM: Bob; go ahead and roll for the kind of animal.

BOB: I roll two ten-sided, the red will be high... let's see, the red die is a 1 and the blue is an 8. That makes it an 18.

GM: An 18 puts you on the table for Urban Animals. Frank, Ted, do you still want Bob to do all the rolling?

TED: Yes! Bob always rolls great. He's going to do all the rolling.

BOB: I roll a 68 on percentile dice... according to the table we are Songbirds, like... *sparrows*?

TED: As I said, we're going to take turns rolling the dice.

GM: Ha! Who's going to start the rolling for Step 3?

FRANK: I guess it's my turn... I roll 52.

GM: That means your characters were created as a result of a Random Mutation. The next thing to do is roll on the Wild Animal Education Table. Who's going to roll now?

TED: I'm next. On the percentile dice, I roll... an 81.

GM: Great! You're all going to be students of the same ninja master. The next thing for you guys to do is decide on is how you're going to use your Bio-E points. Remember, you've all got to do exactly the same thing with them. While you're doing that, I'll work up the ninja master.

[Later]

GM: Okay, how are you guys coming with the sparrows?

BOB: That's *Sparrow-Eagles* to you!

FRANK: Yeah, these sparrows are *tough*.

GM: So how did you use your Bio-E?

TED: Well, before we used the Bio-E we added our Attribute bonuses listed for the Temperate Songbird— MA +2, PP +2, Spd +2. Was that OK?

GM: Yes.

FRANK: As sparrows, we had 90 points of Bio-E. So we decided that we wanted full Flight. That cost 20 points.

BOB: Then we figured we'd like to use weapons in mid-flight. So we spent another 20 points and got Extra Limbs.

GM: That means you all have arms with human hands *and* full feathered wings.

FRANK: Right. And then we got Partial Speech, Talons, Beaks, and Advanced Vision for 5 Bio-E points.

GM: Why not Full Speech?

BOB: Because we wanted enough points left over to make Size Level 7.

FRANK: After spending 20 on Flight, 20 on Extra Limbs, plus 5 each on Partial Speech, Talons, Beaks, and Advanced Vision we had 30 points of Bio-E left...

BOB: ...which we used to buy 6 extra Size Levels.

GM: And that makes you Level 7, up to 100 pounds.

BOB: This means we get 30 SDC and *no* Attribute penalties.

GM: Sounds good to me. Do all of you agree to accept the characters like this?

TED: I still say we'd be better off without Flying. We could have Full Speech, Full Hands, *and* be Size Level 12, over 200 pounds!

GM: So do you agree or not?

TED: Yeah, I guess the Sparrow-Eagles are cool.

FRANK: So what do we do now?

GM: Now it's time to pick your skills and equipment. Your sparrows...

BOB: Sparrow-Eagles!

GM: Sorry! Since your *Sparrow-Eagles* are Team Characters, that means you'll get a skill bonus. Since there are three of you, any skills that you take as a group will have a +10% bonus.

TED: Does that mean we all get two bonus levels to our Ninjutsu Combat Training?

GM: Yes. You each start with Automatic Parry, +4 to Roll with Impact, +3 to Parry and Dodge, +3 to Strike in melee, the Entangle reaction, and the Throw action.

FRANK: Do we get the skill bonus on *any* skills we pick?

GM: No. Only with Combat Training and skills that you *all* pick, because your characters practice them together.

FRANK: Then why don't we all pick the same skills?

GM: Because your group will need diversity. That's why each of the Teenage Mutant Ninja Turtles have different skills.

BOB: So exactly what should we do next?

GM: Pick all your skills, buy your equipment...

TED: You mean *scavenge* your equipment.

GM: Yeah. *Scavenge* your equipment, pick your Alignment, and roll up your heights and weights. Then name your characters and we'll be ready to start playing.

ADVENTURES

SCENARIOS BASICS

As in most comic books, hero role-playing adventures usually mean a conflict with either a supervillain, a criminal organization, or a natural disaster.

CREATING VILLAINS

Villains can be created exactly the same way as the heroes. Roll Attributes, an Animal, an Origin, etc. Then develop the character's mutant abilities, powers, skills, and equipment. Game Masters can use other Palladium Books role-playing games to create even more unique villains.

VILLAIN ALIGNMENT TABLE (OPTIONAL)

01-20	Diabolic
21-40	Aberrant
41-60	Miscreant
61-80	Anarchist
81-90	Unprincipled
91-98	Scrupulous
99-00	Principled

VILLAIN OBJECTIVES (OPTIONAL)

01-20 Partisanship: The villain is a political or religious fanatic who believes in overthrowing the government to institute some theocratic or tyrannical political system.

21-50 Profit: The villain just wants fabulous wealth without having to work for it.

51-70 Power: The villain wants to be the most powerful person in the world (or the universe!). Usually, this means building a super device or assembling a super-powered group.

71-85 Destruction: Burning with hate, this villain wants to destroy some group, nation, or even the whole world (villains often hide this last goal from their henchmen).

86-00 Scientific Advancement: Frustrated by lack of recognition or support, the villain turns to crime in order to perform experiments or assemble super devices.

VILLAIN ASSOCIATIONS (OPTIONAL)

01-04 Member of a supervillain group.

05-10 Leader of a powerful (often secret) organization.

11-26 Leads a gang of 3D6 henchmen plus one powerful supervillain lieutenant.

27-47 Leads a gang of 2D6 henchmen.

48-72 Leads a gang of 1D6 henchmen.

73-85 Works with a supervillain henchman.

86-90 Works with one henchman.

91-00 Always works alone.

CREATING ORGANIZATIONS

Ranging from huge industrial corporations to small research laboratories, the organizations you establish in a campaign can be a constant source of adventure. Organizations may provide employment, information, or equipment to the characters. Other organizations may want to capture heroes for experimental research or to harness their abilities.

SOURCE OF ORGANIZATION'S FUNDING (OPTIONAL)

01-20 Self-Generated: Private companies with profitable activities or money coming from a parent or subsidiary organization. 1D6×10 million dollars per year.

21-35 Endowed: The organization is operating with money left by a wealthy donor. Often an executor will make demands on the organization. 2D6×10 million dollars one time only.

36-50 Silent Backers: Money is provided by an unknown source; if anyone knows the source, it's limited to the organization's leader. These organizations are often owned by other larger organizations. 2D6 million dollars per year.

51-65 Government Funding: Money comes from local, state, or federal governments. Operations are subject to government regulations and interference. 3D6 million dollars per year.

66-80 Foreign: Funds come from outside the country. The source is often secret. 1D6 million dollars per year.

81-00 Underworld Money: Criminals support organizations that provide them with information, equipment, or recruits; often used to "launder" money. 2D6 million dollars per year.

CREATING NATURAL DISASTERS

Another common adventure involves the rescue of innocents from a variety of man-made and natural disasters. Floods, earthquakes, wildfires, avalanches, volcanic eruptions, and airplane crashes are just a few of the many possibilities. Further ideas are as close as the latest newspaper.

CREATING TENSION

There is an old saying that no spice can make food taste as good as hunger. In role-playing games, there's nothing that creates excitement so much as real danger. That doesn't mean that the Game Master should be killing heroes left and right. However, the players should feel that the dangers in the game really threaten their characters or those they care about.

YOUR BUDGET IS INFINITE

As a Game Master, you have power that Hollywood producers can only dream of. Unlimited sets *anywhere* on the Earth and beyond. Special effects from the gleam in a villain's eye to nuclear holocausts and supernovas. Unlimited casting with the latest Hollywood starlet or *anyone* from any historical era.

Your "screen" is three-dimensional and filled with sights, sounds, smells, and tastes. ***The only limits to a role-playing game are in the Game Master's imagination.***

You, as a Game Master, can move worlds, be the master of life and death, and provide a couple of hours of enjoyment for yourself and a few friends.

SCENARIO EXAMPLE: MOUSE ON THE METRO

Assume that you're running a game with three players and their characters are the Sparrow-Eagles. The threat is a single, giant, mutated mouse that lives underground in and around a subway. This mouse is intelligent, 329 pounds, and 7 ft, 1 inch tall (Size Level 13). It has been living on garbage, but lately, it's taken to killing lone humans for after-meal snacks.

The Wrong Way: Let's start by examining the *wrong* way to run this scenario. While the Sparrow-Eagles are flying overhead, they just happen to see the mouse monster chasing a victim. They swoop down and the Game Master moderates the combat. Since the Sparrow-Eagles outnumber the mouse by 3 to 1 and are skilled in combat, they should finish it off in less than three combat rounds. Finally, the Sparrow-Eagles fly off victoriously into the sunset. Unfortunately, that's entirely typical of many games. No thinking or role-playing, just beating up on a helpless monster.

One Right Way of starting the scenario is with a news report. One of the Sparrow-Eagles notices a headline in the newspaper or online that reads, "Bum Says Subway Monster Responsible for Missing Pals." The hero then reads that "Fred 'Moocher' Simms, one of the city's most colorful characters, was forcibly removed from Police Headquarters. Mr. Simms told reporters that police officials were engaging in a cover-up. He further claimed that "I seen the biggest mouse in the world grab my buddy Clem." Police officials were not available for comment."

The Sparrow-Eagles would then track down more information. After some footwork, they discover Moocher is a fairly reliable witness. Further checking reveals the police aren't saying anything, but SWAT teams have been patrolling subway stations.

Once the heroes discover this much, they can start searching the subways and sewers in the area. Of course, they eventually see combat. The difference is this time the characters have to fight the tricky creature on its home ground near its sewer lair. Even though it's exactly the same monster, the entire story is now a lot more engaging and challenging for the players... and more *fun*.

USING THE TEENAGE MUTANT NINJA TURTLES

Option 1: The players actually use Raphael, Donatello, Michelangelo, and Leonardo as their heroes. While *not* recommended for extended play, it can be a fun one-shot scenario.

Option 2: Let the players create characters from this book, who live in the world of the Teenage Mutant Ninja Turtles. Whether all the villains will likewise be mutant animals is, of course, up to *you* the Game Master to decide — the possibilities are endless!

ADVENTURES

TERROR ON RURAL ROUTE 5

(ADVENTURE)

Note: This is an Introductory adventure. Just about any number or level of players should be able to handle it.

MEDIA REPORTS

The heroes first hear about the situation on the TV, radio, or online. A news bulletin tells them that:

> "An unidentified group of terrorists has seized control of a school building on Rural Route #5.
>
> Local, state, and federal law enforcement officials are on the scene.
>
> Early reports indicate as many as 100 children and 6 school teachers may be hostages. More details at 5."

INSIDE INFORMATION

Police are aware that a group of half-man, half-animal creatures have seized control of the school building. No shots have been fired since the incident began, but firearms have been seen inside the school.

Someone identifying himself as "The Liberator" has called the governor's office and made several demands.

Top officials are aware that "The Liberator" has demanded that no one approach the school building, that the power and telephone lines remain intact, and that food is to be delivered to the front door. He has also demanded that there be a live news conference with television cameras from the major networks at exactly 6:00 P.M.

News journalists and their crews have been dispatched to the scene and were informed that it is a dangerous hostage situation and that "you may be required to interview the terrorists."

GAME MASTER BACKGROUND

George Boswitch was a farmer who always had some kind of financial problems. Eighteen years ago he bought a "bargain" load of feed for his cows and pigs. Unfortunately, the feed was contaminated with some kind of bizarre chemical.

Despite the best efforts of the local veterinarian, all the animals died. However, before that, three of the animals gave birth. A cow produced a single bull calf, one of the pigs birthed 18 piglets, and his old hound dog had a single puppy.

Boswitch managed to make a decent settlement with the feed company. Enough to support himself, pay the taxes on the farm, and a weekly case of liquor for some years to come.

At first, he was simply curious about the strange small animals. Eventually, he realized that they were starting to become intelligent and more human. In his drunken stupors he fantasized about displaying them as a circus act, but at the time things had gotten so bad that no one was willing to take him seriously.

One of the animals, Ferd the mutant bull, matured more quickly than the rest. When Ferd realized that kindly old George intended to sell them as show animals, he started using his psionic power of Hypnotic Suggestion. For years George believed that the animals would develop human characteristics "any time now" — but Ferd's powers kept him from realizing the truth right in front of his eyes. Of course, the animals did mutate into human-like creatures while George was still waiting.

The animals were educated mostly by television. After witnessing any number of hostage incidents on the news media (they have a little problem separating "news" from "drama"), they decided that eventually that is what they would be forced to do to survive. When George finally died, they hid while tax collectors, bankers, and county officials came in to evaluate the property. Hearing that their home would all be sold and torn down, they became desperate and decided that it was time to face the inevitable. The next week, they put their plan into action.

By the time the story hit the media, eight of the animals – Ferd, Hank, and six of the pigs – have seized the local schoolhouse. The remaining animals at the barn and farmhouse are monitoring police broadcasts and keeping in touch with the school group by coded telephone messages.

EASTMAN
LAIRD

CONTINUING EVENTS

All the following events will take place unless the characters manage to free the hostages.

6:17 P.M. Ferd the Bull and six school children will come out to be interviewed by television reporters. The exact timing means that TV stations *have* to broadcast live in order to include the story in their 6 o'clock news programs. Ferd will announce demands for $6,000,000, two helicopters with pilots, and transport to a remote northern location. If the demands are not met, they will start killing children beginning at 8:00 A.M. the next morning. One child will be killed every hour until their demands are met.

9:00 P.M. Sixteen very young children are released as an act of "good faith." These children are too young to be reliable witnesses.

From that point on it is up to the heroes to prevent the bloodshed planned for the next morning. Bear in mind that attacking the school in a frontal assault is the height of stupidity; many children would die as soon as the terrorists realized what was happening. The situation calls for something more subtle, like ninja stealth and infiltration...

INSIDE THE SCHOOL

Ferd and one of the pigs are inside the office with four children. The 98 children are all kept in a large group in the Gym by three other pigs. Buck the hound dog and the other two pigs patrol the building, checking every window and door at fifteen-minute intervals.

The school building itself has six classrooms, boys' and girls' restrooms, a large gym, an office, and a janitor's closet. There are no direct entrances to the Gym (the ceiling has 220 SDC). There is a small basement where the furnace is kept; the door at the top of the stairs is always locked.

FERD THE BULL

Real Name: Ferd

Alignment: Aberrant

Attributes: IQ 13, ME 17, MA 8, PS 25, PP 9, PE 12, PB 14, Spd 9

Age: 17 **Sex:** Male

Size Level: 14 **Weight:** 385 lbs **Height:** 7ft 5in

Hit Points: 23 **SDC:** 60

Disposition: Angry, loud and pushy, Ferd cares deeply about the fate of the other animals. He will do anything to save them from "humanity's butchers."

Human Features:

Hands — Partial
Biped — Full
Speech — Partial
Looks — None

Animal Abilities: None

Psionic Powers:

Hypnotic Suggestion

Level of Experience: 3rd Level

Level of Education: 2nd Grade

Education Bonus: None

Occupation: Terrorist

Professional Skills: None, however, he can read slowly, write with great difficulty, and do very simple arithmetic.

Natural Weapons: 1D12 damage Horns

Weapon Proficiencies: WP Axe, WP Handgun.

Physical Skills/Training: None

Espionage Skills/Special Training: None

Amateur Skills:

Pick Locks — 50%
Prowl — 70%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike/Parry/Dodge, +10 to melee Damage.

Personal Profile: Ferd is a mutated Bull who sees himself as the savior of his fellow intelligent farm animals. After listening to the old drunken farmer, George, for so many years, he's convinced that humanity is totally evil. Ferd has a "master plan" to be flown to the extreme northern wilderness and there to establish a new society.

Weapons: Carries a large double-bladed Axe (2D6+10 damage), a .38 Revolver (2D6 damage), and several sticks of dynamite.

Criminal Record: None

BUCK THE DOG

Real Name: Buck

Alignment: Unprincipled

Attributes: IQ 9, ME 8, MA 4, PS 16, PP 22, PE 15, PB 5, Spd 8

Age: 17 **Sex:** Male

Size Level: 9 **Weight:** 155 lbs **Height:** 5ft 7in

Hit Points: 19 **SDC:** 39

Disposition: Warm, humorous, good-natured, speaks and moves slowly and deliberately.

Human Features:

Hands — Full
Biped — Full
Speech — Partial
Looks — None

Animal Abilities: Advanced Smell

Psionic Powers: None

Level of Experience: 2nd Level

Level of Education: 3rd Grade

Education Bonus: None

Occupation: Terrorist

Professional Skills: None, can read or write with difficulty and do simple arithmetic.

Natural Weapons: 1D6 damage Teeth

Weapon Proficiencies: WP Knife, WP Rifle.

Physical Skills/Training:

Running

Swimming: Basic

Espionage Skills/Special Training: None

Amateur Skills:

Wilderness Survival — 50%

Navigation — 48%

Fishing — 70%

Pick Locks — 45%

Prowl — 60%

Tracking — 35%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: +4 to Strike, Parry, and Dodge; +1 to melee Damage

Personal Profile: Buck is the one mutant farm animal who has seen something of the rest of the world. He prowls night and day around other farms, stores, and the local town. He could also watch things out of plain view by lying down with his arms crossed, pretending to be a sleepy hound dog. Most of the modern weapons wielded by the pigs were stolen by Buck from a local National Guard base he prowled around. He was against the idea of the hostage-taking and would *not* have gone along with the plan, so Ferd's used his Hypnotic Suggestion to brainwash Buck.

Weapons: Prefers to use his Hunting Rifle (6D6 damage) with an expensive nightvision scope, but he also carries a knife (1D6+1 damage) for backup.

Criminal Record: None

THE MUTANT PIGS

Real Name: Andy, Mel, Hank, Roy, Melissa, and Henrietta are with Ferd at the school. The other 12 are back at the farm holding the house, barn, and pig shed.

Alignment: Anarchists

Attributes: IQ 14, ME 12, MA 10, PS 15, PP 12, PE 10, PB 8, Spd 10

Age: 17 **Sex:** 9 male, 9 female

Size Level: 12 **Average Weight:** 280 lbs **Average Height:** 6ft 5in

Hit Points: 12 **SDC:** 40

Disposition: Varies; all the pigs at the school are pushy, egotistical, and loud creatures who argue about whether or not everything will come out all right. The ones at the farm are little better.

Human Features:

Hands — Partial

Biped — Full

Speech — Partial

Looks — None

Animal Abilities: Advanced Smell

Psionic Powers: None

Level of Experience: 1st Level

Level of Education: 1st Grade

Education Bonus: None

Occupation: Terrorists

Professional Skills: None; can barely read and write (slowly print block letters). Can count, but can't do simple arithmetic. Learned mostly from children's public television shows.

Natural Weapons: None

Weapon Proficiencies: Varies, each pig has long practice (WP) with whichever weapon they are armed with.

Physical Skills/Training: None

Espionage Skills/Special Training: None

Amateur Skills:

Escape Artist — 35%

Prowl — 55%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike/Parry/Dodge/Damage

Personal Profile: All the pigs are ignorant, argumentative creatures who are going along with Ferd's plan simply because they have no plans of their own. The pigs are the result of neglect and an education no greater than network television. With help, they might become useful members of society, but as they are now they're pretty hopeless.

Weapons: Armed with various weapons including a Flamethrower (5D6 damage), a Machine Gun (8D6 damage for a Burst), 9mm Submachine Guns (6D6 damage for a Burst), grenades (as dynamite), and many AR-15 equivalent rifles (4D6 damage).

Criminal Record: None

OTHER NON-PLAYER CHARACTERS

TYPICAL SCHOOL CHILD

Most of the children are hysterical and pretty much useless in a crisis. They will tend to be frightened of anyone unless approached in a slow, careful manner. Average Hit Points: 8, No SDC

CAPTAIN OF THE STATE POLICE, SAM REYNOLDS

Captain Reynolds is doing the best that he can with a difficult situation. He is being hounded by federal, state, and local government officials, by parents, a gung-ho antiterrorist squad, and the media. He is desperate enough to use strange mutant animals if they tell him of some useful special abilities or plans.

Note: Captain Reynolds will *not* allow any kind of frontal assault on the school building. Our heroes must come up with some kind of intelligent *plan* or he will not go along with them. Particularly obnoxious characters may be arrested.

Real Name: Samuel Reynolds

Alignment: Scrupulous

Attributes: IQ 14, MA 16, PS 14, all others average.

Hit Points: 47 **SDC:** 44

Level of Experience: 9th Level Law Enforcement Officer with appropriate training, age 47.

THE LEG OF THE NINJA

(ADVENTURE)

Note: This is an Easy adventure that can be gradually escalated to a Difficult one as the characters mature. Any number or level of characters can play.

MEDIA REPORTS

There will be absolutely *no* press coverage of any Leg activities. The only time anything will appear in the media is if the players capture or publicly implicate members of the organization.

INSIDE INFORMATION

Characters with criminal connections are able to find out about "special" contacts who can transport "whatever you want, wherever you want." Further investigation reveals that a small company known as *State Transport* has a tiny office in the warehouse district. With the proper references, "Snakey sent me," they will arrange for pickups and deliveries worldwide. If this office is closed down, then another one, under a different name, will rapidly appear.

GAME MASTER BACKGROUND

The Leg is a ninja organization dedicated to the art of smuggling. They move drugs, weapons, and other contraband anywhere in the world.

Currently, their two main leaders are corrupt and stupid; a self-correcting problem in many ways. This does not mean they are not well-trained ninja assassins; they simply don't have the brilliant foresight of the founding fathers of their families. Three families were prominent in the founding of the organization. Now, in the U.S., only *Ieyama* and *Kametsu* carry on the family tradition. Other relatives in Japan may be forced to take over the organization if things deteriorate.

CLUES AND ENCOUNTERS

This is one of those adventures that should start with the characters "accidentally" discovering illegal activities. Since the Leg is constantly loading or unloading shipments secretly, in strange neighborhoods, in the middle of the night, it's only a matter of time before the heroes discover them. When the characters interfere, they will be surprised to discover 2 to 6 (adjust for your group) Ninja Assassins rushing to defend the smugglers.

Should the group succeed in capturing the smugglers, two things happen. First, the Leg will put the word out on the street that a hefty reward (over $25,000) is offered for the location of the heroes. Second, the shipments will become fewer and each will be guarded by 6 to 12 Ninja Assassins.

From this point on, the Game Master should send increasingly more powerful groups to fight the heroes. Eventually, the heroes will meet the *Tiger of the West.* If they drive him away, there will be a final confrontation with *The Black One.* Check his character for more information.

LEG NINJA CHARACTERS

LEG NINJA ASSASSIN

Approximately 1200 of these trained assassins are stationed throughout the world. They all work as average truckers, shipping clerks, and office workers. For simple jobs requiring assassination or intimidation, 1 to 5 are dispatched. Difficult jobs require 3 to 18 henchmen.

Alignment: Usually Anarchist or Miscreant

Attributes: Varies, typically average. **Age:** Average 25

Height: 5ft 3in to 5ft 10in **Weight:** 130 to 150 lbs

Average Hit Points: 15 **Average SDC:** 20

Psionic Powers: None

Level of Experience: 2nd Level

Physical Skills/Training:

Assassin Combat Training (Note: *not* actual Ninjutsu)

Acrobatics

Weapon Proficiencies: Each Leg Ninja Assassin has one of the following Weapon Proficiencies and uses that weapon:

01-15 WP Targeting (Ninja Bow)

16-30 WP Katana

31-45 WP Sai

46-65 WP Kusarigama

66-85 WP Yari

86-00 WP Nunchaku

Espionage Skills/Special Training:

Escape Artist — 30%

Pick Locks — 35%

Pick Pockets — 30%

Prowl — 46%

Climbing — 50%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: +2 melee Strike, +2 to Parry, +2 to Dodge, +5 to Roll with Impact.

Weapons: All the henchmen have the weapon they are trained in plus six shuriken and a dagger.

Criminal Record: 50% have no criminal record; others have juvenile offenses like car theft, breaking and entering, etc.

LEG NINJA TEACHER

The leaders of the Leg are the Ninja Teachers. There are no more than 12 of them in any major trading center. Ninja Teachers will personally lead groups of 2 to 12 henchmen on difficult missions. If the mission is particularly difficult, then 2 to 12 Ninja Teachers will lead a group of 4 to 24 henchmen into battle.

Alignments: Usually Anarchist

Attributes: Vary, typically average. **Age:** Average 26

Height: 5ft 3in to 5ft 10in **Weight:** 130 to 150 lbs

Average Hit Points: 22 **Average SDC:** 30

Psionic Powers: None

Level of Experience: 4th Level

Physical Skills/Training:

Assassin Combat Training (Note: *not* actual Ninjutsu)
Acrobatics
Body Building
WP Shuriken

Weapon Proficiencies: Each Leg Ninja Teacher has two of the following Weapon Proficiencies and uses those weapons:

01-20 WP Daisho
21-40 WP Paired (Sai)
41-60 WP Kusarigama
61-80 WP Nodachi
81-00 WP Paired (Nunchaku)

Espionage Skills/Special Training:

Escape Artist — 55%
Pick Locks — 60%
Pick Pockets — 55%
Prowl — 86%
Climbing — 90%

COMBAT ABILITIES

Actions Per Round: 3

Bonuses: +2 melee Strike, +2 to Parry, +2 to Dodge, +5 to Roll with Impact.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack.

Weapons: Carry their main weapons plus 12 Shuriken.

Criminal Record: 85% have no record; the rest have juvenile records that the authorities tend to ignore.

LONG STRIKE

Real Name: Kenu Kametsu

Alignment: Miscreant

Attributes: IQ 7, ME 8, MA 10, PS 16, PP 23, PE 10, PB 8, Spd 12

Age: 38 **Sex:** Male

Weight: 166 lbs **Height:** 5ft 9in

Hit Points: 22 **SDC:** 28

Disposition: A boastful cocky tough-guy who thinks he's much more powerful than he really is. In a crunch, his bully attitude will wilt and he'll whimper for his life.

Psionic Powers: None

Level of Experience: 6th Level

Level of Education: High School

Education Bonus: +15%

Occupation: Chief of U.S. domestic operations for the Leg Ninja.

Professional Skills:

Pilot Automobile — 98%
Pilot Aircraft — 98%
Pilot Jet — 98%

Weapon Proficiencies: WP Handgun, WP Submachine Gun, WP Chain (Manrikigusari)

Physical Skills/Training:

Assassin Combat Training (Note: *not* actual Ninjutsu)
Acrobatics
Body Building
Climbing

Espionage Skills/Special Training

Disguise — 90%
Concealment — 70%
Escape Artist — 80%
Impersonation — 90%
Pick Locks — 85%
Tracking — 80%

Amateur Skills:

Basic Electronics — 54%
Demolitions — 40%
Pilot Motorcycle — 98%
Language (English, Spanish) — 85%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +6 melee Strike, +6 to Parry, +6 to Dodge, +4 to melee Damage, +5 to Roll with Impact, +3 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack.

Personal Profile: Long Strike is a major ninja leader with a variety of personality flaws. He is basically a weak man, unable to cope with real conflict or responsibility. Partly as a result of this weakness he has become addicted to opium. He is also something of a coward. If he takes more than two hits in a battle, he will retreat and go running off to his older cousin, Tiger of the West. Long Strike is also falling behind in his work; if there were anyone competent to replace him it would be done.

Weapons: Long Strike always carries a Manrikigusari somewhere on his person. This is the weapon he will pull and strike with when threatened. He also carries a .38 Special Revolver when he thinks he's walking into truly dangerous situations. Illustrating his cowardice and lack of respect for tradition even further is the 9mm submachine gun he keeps in his office desk.

Criminal Record: The name "Long Strike" is connected with a variety of crimes ranging from murder to high treason. Many international law enforcement officials suspect that Kametsu is Long Strike, but they have no solid proof.

TIGER OF THE WEST

Real Name: Iya Ieyama

Alignment: Anarchist

Attributes: IQ 16, ME 12, MA 12, PS 27, PP 18, PE 19, PB 11, Spd 12

Age: 43 **Sex:** Male

Weight: 165 lbs **Height:** 5ft 8in

Hit Points: 38 **SDC:** 59

Disposition: Quiet, self-assured, rarely boastful, but very money hungry and tight with a dollar. Despite his boldness and self-confidence, he rarely takes chances, preferring favorable odds.

Psionic Powers: None

Level of Experience: 9th Level

Level of Education: Law Degree

Education Bonus: +30%

Occupation: Head of the U.S. Leg Ninja. Also head of a small legal firm.

Professional Skills:

Computer Programming — 98%
Cryptography — 98%
Optic Systems — 98%
Surveillance Systems — 98%
Radio — 98%
Radio: Scrambler — 98%
Radio: Satellite — 98%
Languages (English, French, German, Chinese) — 98%
Law (special) — 90% Civil/Criminal/Corporate International

Weapon Proficiencies: WP Handgun, WP Spear (Bisento), WP Sword, WP Paired (Daisho), WP Chain (Kusarigama)

Physical Skills/Training:

Ninjutsu Combat Training (yes, *actual* Ninjutsu)
Acrobatics
Body Building
Boxing
Climbing — 84%
Gymnastics
Prowl — 92%
Running

Amateur Skills:

Cook — 98%
Photography — 95%
Pick Locks — 75%
Pilot Automobile — 98%
Pilot Truck — 98%
Basic Mechanics — 72%
Basic Electronics — 80%

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +4 melee Strike, +5 to Parry, +5 to Dodge, +15 to melee Damage, +7 to Roll with Impact, +3 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike *or* Stun in melee on a Natural 17-20.

Personal Profile: Tiger could have been a great ninja. Could have been, if he had the courage to try. Too often, the tiger ran when he should have fought. Regardless of his great abilities as a warrior (+15 to melee Damage!?!), his great weakness is that he is not willing to take chances. Just as Tiger won't risk losing a dollar, he won't risk losing a fight.

As soon as the tide of battle turns against him, Tiger will flee. While he is a brilliant businessman and lawyer, this major flaw will probably be his doom.

Weapons: "Great Wind" is the name of the Ieyama family weapon. This Kusarigama was crafted by a master over 300 years ago and still maintains a fighting edge (+2 to strike, +2 to damage). Tiger will use this weapon only as a last resort.

Tiger commonly carries a set of Daisho (3D6 damage Katana and 2D6 damage Wakizashi) that are ancient artifacts. These were stolen from a famous Samurai family over 120 years ago. The family has a standing reward of 200 ounces of gold for the daisho's return. These are Tiger's main assassination weapons.

He also keeps an ancient Bisento in his office. He will not take it into battle but will use it if cornered.

Criminal Record: "The Tiger of the West" is wanted by law enforcement agencies throughout the Far East. U.S. officials know of him only by rumor. No organizations have connected Ieyama with any illegal activities.

THE BLACK ONE

Real Name: Takashi Kufuni

Alignment: Aberrant

Attributes: IQ 9, ME 14, MA 28, PS 19, PP 14, PE 11, PB 4, Spd 11

Age: 73 **Sex:** Male

Weight: 167 lbs **Height:** 5ft 5in

Hit Points: 58 **SDC:** 44

Disposition: The Black One radiates a zen-like calm. His emotions are like a mirror. Psychics are awed by the evenness of his thoughts.

Psionic Powers: None

Level of Experience: 15th Level

Level of Education: Two Years of College

Education Bonus: +12%

Occupation: Japanese Floral Arrangement Instructor

Professional Skills:

Math: Advanced — 98%
Botany — 98%
Bonsai (Japanese art of tending miniature trees) — 93%
Japanese Floral Arrangement — 96%
Languages (Chinese, English, Korean, Mongolian) — 98%
Surveillance Systems — 95%

Weapons Proficiencies: WP Sword (Daisho and No-Daichi), WP Targeting (Samurai Bow), WP Spear (Bisento), WP Blunt (Bo Staff), WP Chain (Kyoketsu-Shoge), WP Shuriken

Physical Skills/Training:

Ninjutsu Combat Training
Lee Kwan Choo Martial Arts (see below: Important Note)
Gymnastics
Climbing — 98%
Swimming

Espionage Skills/Special Training:

Escape Artist — 98%

Pick Locks — 98%

Prowl — 98%

Concealment — 98%

Wilderness Survival — 98%

Amateur Skills:

Cook — 98%

Play Flute — 83%

Art (Calligraphy: Japanese characters) — 90%

COMBAT ABILITIES

Ninjutsu — Actions Per Round: 6; **Bonuses:** +5 to melee Strike, +5 to Parry, +5 to Dodge, +9 to melee Damage, +6 to Roll with Impact, +5 to Initiative, Critical Strike *or* Stun in melee on a Natural 17-20; Death Blow in melee on a Natural 20.

Lee Kwan Choo — Actions Per Round: 2; **Bonuses:** +8 to Strike, +12 to Parry, +12 to Dodge, +8 to Roll with Impact, Leap 8 yards/meters, 1D6 round Stun on a Natural roll of 15 or greater to Strike in melee.

Important Note: Lee Kwan Choo attacks *do no damage.* Furthermore, the Black One cannot switch combat styles in mid-round. This means he can either attack as with Ninjutsu or with Lee Kwan Choo, not both. Once a combat round is completed, he *can* switch for the entire next round.

Personal Profile: The Black One is the fabled "retired" leader of the Leg Ninja. He now lives under an assumed name, "Kazuo Matsumoto," and quietly teaches Japanese flower arrangements to housewives and high school students. He visits the Leg Ninja at random intervals and is disgusted with the slovenly lifestyle of his nephew, Kametsu, and the penny-pinching attitude of Ieyama. In his opinion, both are worthless scoundrels who will never know the true meaning of Ninjutsu.

Kufuni follows his own code, similar to the Japanese code of Bushido. He believes men make their own karma and greatness can be formed only by tragedy or by nobility. In keeping with that code, Kufuni always works *alone* and *unarmed.* He will never kill a worthy opponent. If the heroes give him a good battle then they must be "destined" for great things.

Because of his ethics, Kufuni is separate from his corrupt relatives in the Leg. He feels the organization is run by ***fools*** who don't understand that true power comes not from weapons or money, true power comes from mastering one's own mind.

Kufuni's life was forged by his own tragic actions; he is haunted by his past. He remembers, too well, killing one of his greatest rivals in his youth. It was not that he killed, but the fact that he killed someone *who could have been great.* He feels that the bad karma from that act has rebounded through his life. Based on that act, he has concluded that some are destined for greatness while others will never be able to rest their souls.

A restless soul describes Kufuni perfectly. To any observer but the most advanced martial artist, Kufuni seems to have an almost supernatural calm. However, he and other masters recognize that his calm is fractured with discontent.

GAME MASTER NOTE

The Game Master may want to set up several secret identities for Kufuni... How would it be if the dreaded "Black One" were actually the tutor and guardian of the characters? If the group discovers that, what next? Will he ultimately side with them? Will he aid his criminal ninja relatives? Or will he simply walk away?

Even though Kufuni is a 15th level ninja, he has not stopped studying. He is hard at work learning the philosophy of a mystic Chinese form of Kung Fu — Lee Kwan Choo. This form is unusual in that it does not allow members to inflict damage. Instead, the students learn to meditate while fighting. Techniques are all avoidance (Parry/Dodge) and leaping from combat. However, there are attacks in Lee Kwan Choo; these strikes are elaborate but do *no* damage. Lee Kwan Choo must be used alone; attempting to perform other forms will disrupt the delicate concentration required.

For example, while fighting in the Lee Kwan Choo style, Kufuni would avoid all attacks on his person. Suddenly, he might lash out with a devastating punch between the eyes of his opponent. In any other style, this would be a killing blow, but here the fist gives a fraction of an inch from the victim. The defender would take *no damage*, but the shock causes a Stun that lasts 1D6 combat rounds.

When Kufuni appears it will be sudden, as if he materialized out of thin air. Motionless, he will examine the heroes as they look at him. He appears physically harmless but has an impressive MA of 28. This MA is used by Kufuni to freeze the characters for a few moments so they can talk; characters must roll over 94 on Percentile to attack. This wears off within 3 rounds or when Kufuni stops talking.

Kufuni will talk calmly and rationally all the time, evaluating the characters and noting any ninja or martial arts weapons or abilities. If the characters are aggressive and "untrained," he may decide to simply kill them. If they are obviously adept in martial arts (like the Ninja Turtles), then he will adopt the Lee Kwan Choo form and wait to be attacked.

Once Kufuni determines the fighting worth of the group, he will do one of two things. If the group is disorganized and unskilled, he will fight to the death. On the other hand, if they are adequate (if they do original moves or actually inflict damage), then he will move away from the fighting. If they try to speak to him, he will simply say that he will no longer bother them. After that, he will disappear as he came (Prowl 98%). Of course, Kufuni could appear later, to save the group from other threats... if he felt them to be destined for greatness or if he felt they were more respectable warriors caught in an unfair situation. Or he may not interfere at all.

Weapons: Kufuni will *not* use weapons in actual combat. However, he will occasionally ask to examine any weapon that he is proficient in. With permission, he will demonstrate some kind of devastating and high-speed maneuver. He will then return the weapon and compliment the owner on its quality.

Criminal Record: The Black One is a legendary figure in most law enforcement agencies. Most do not believe he is still alive. Kufuni is wanted by several governments for crimes committed during and around multiple regional wars and border conflicts.

CAESAR'S WEASELS

(ADVENTURE)

Note: This is a Moderately difficult adventure. Although the villains are tough, an equal number of intelligent and resourceful players should be able to capture them.

MEDIA REPORTS

The news media has very little to say about "a rash of mysterious raids on meat packing plants." They report that no witnesses have come forward and that many "thousands of dollars" worth of prime beef cuts have been taken. Raids of this kind have been taking place roughly every week for six weeks. Police are reported as saying that the job is "very professional, they moved in quickly and used pry bars and a small quantity of plastic explosives to gain entry." Two of the company's vans were discovered abandoned on the city's east side later that morning.

Eventually (after the characters have had a few days to investigate), a big story breaks, revealing "a major theft at a nearby military base." Reports do not give the exact location of the base nor do they reveal what was taken. The media notes that they are cooperating with the government's request for secrecy and that "the full story will be revealed as soon as law enforcement officials close in on the suspects."

INSIDE INFORMATION

Contacts with police and federal officials reveal that they have virtually no clues. They do not think that the packing house robberies are related to the military base break-in.

If a character has a good relationship with a military organization, if they push for information they find out that 2 advanced laser weapons, a few dozen grenades, and 4 land-to-air missiles were among the equipment stolen.

GAME MASTER BACKGROUND

Caesar the mutant wolverine, his weasel henchmen, and T'Cleass the bat-thing are engaging in a planned looting of the city. They plan to continue with their present operation for the next six weeks. Two important things will give them away. First of all, they have to hit a meat packing plant every week. That means that by staking out every one in the city (even a large city has no more than a dozen or so), the players will eventually encounter them.

The more intelligent characters will figure out the important factor — all that meat has to be stored somewhere! Sure enough, Caesar's main base of operation is in an abandoned refrigerator train car in the stockyards. He and the weasels have broken into the railroad's computer network and have entered false information on the rail car. It is now listed as Freight Car #35067 and is scheduled to be shipped to northern Ontario in six week's time. Characters doing a thorough search of the stockyard discover that the rail car's gasoline generator is in operation.

Caesar is smart enough to realize that his freight car is not invulnerable. The car itself is locked, electronically bugged, and wired with explosives. The weasels are prepared to meet at their backup hideout, an abandoned warehouse, if necessary. Caesar will not give up; if he is not captured or killed he continues working on his master plan for as long as it takes. If things get really hot, like meeting opposition more than three times, then he and the group simply head north for a wilderness cool-down period. Eventually, they will be back...

CAESAR

Disposition: Caesar wants power and lots of it. He is brilliant but single-minded in the accomplishment of his objectives. He is bitter towards humans because of their failure to treat him as a human being. He is also resentful because of the combat training accident that put out his right eye.

Real Name: Caesar

Alignment: Aberrant

Attributes: IQ 18, ME 16, MA 14, PS 20, PP 23, PE 25, PB 16, Spd 10

Age: 24 **Sex:** Male

Size Level: 9 **Weight:** 155 lbs **Height:** 3ft 7in

Hit Points: 41 **SDC:** 74

Human Features:

Hands — Full
Biped — Full
Speech — Partial
Looks — None

Animal Abilities: Tough Hide, Nightvision

Psionic Powers: None

Level of Experience: 6th Level

Level of Education: Military Training

Education Bonus: +5%

Professional Skills:

Computer Operation — 98%
Computer Programming — 75%
Demolition — 55%
Languages (French, Japanese, Norwegian, Russian) — 90%
Paramedic — 60%
Pilot Automobile — 98%
Pilot Truck — 90%
Pilot Motorcycle — 90%
Pilot Helicopter — 90%
Navigation — 90%

Natural Weapons: 1D8 damage Claws (climbing)

Weapon Proficiencies: WP Handgun, WP Submachine Gun, WP Shotgun, WP Rifle, WP Heavy.

Professional Skills:

Martial Arts Combat Training
Gymnastics
Body Building
Boxing
Escape Artist — 75%
Pick Locks — 80%

Amateur Skills:

Radio — 75%
Automotive Mechanic — 75%
Prowl — 75%
Wilderness Survival — 65%
Fishing — 65%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +7 to Strike, +8 to Parry, +8 to Dodge, +8 to Damage, +6 to Roll with Impact, +2 to Pull Punch.

Other Abilities: None

Personal Profile: This mutant wolverine was the creation of a secret laboratory experiment. Trained as an arctic commando, he learned his lessons well and planned for his eventual escape.

When he finally escaped, he also rescued the younger weasels and the bat-thing. Caesar has little regard for humans and sees them merely as tools to be used for his own ends. He likes the weasels but is worried that they are much too careless. He and T'Cleass fight among themselves constantly, but he feels that the bat-thing is too valuable to be killed.

Currently, Caesar's plan is to stage a number of raids for food and military supplies. Once outfitted, he intends to retreat to the far north and take over some remote community.

Weapons: When Caesar escaped he took along a few odds and ends. He carries on his person a 9mm Pistol with 4 extra magazines. One mag is loaded with hollow point shells that do 3D6+3 damage. His second weapon is an experimental Energy Pistol that has 12 shots per clip and does 4D6 damage per shot. A 9mm Uzi submachine gun and a 5.56mm AR-15 rifle complete his collection. He has also hidden a cache of various other weapons somewhere up in the Canadian north.

Armor: Caesar wears a bullet-proof vest that is AR 12, SDC 85.

Criminal Record: Caesar is not officially listed with any law enforcement agencies.

TORK, HAMBONE, AND LYSSIS

Real Names: Tork, Hambone, and Lyssis.

Alignment: Miscreant

Attributes:

Tork: IQ 9, ME 11, MA 9, PS 8, PP 24, PE 8, PB 13, Spd 16.

Ham: IQ 13, ME 13, MA 9, PS 9, PP 24, PE 9, PB 9, Spd 16.

Lyssis: IQ 14, ME 9, MA 12, PS 7, PP 24, PE 12, PB 7, Spd 8.

Age: 15 **Sex:** All Male **Size Level:** 6

Tork — Hit Points: 22 **SDC:** 34 **Weight:** 99 lbs **Height:** 5ft 5in

Hambone — HP: 22 **SDC:** 34 **Weight:** 91 lbs **Height:** 5ft 5in

Lyssis — Hit Points: 26 **SDC:** 34 **Weight:** 94 lbs **Height:** 5ft 4in

Disposition: Friendly, curious and interested in the world around them. They view humans as somewhat dull creatures. Except for their own company, everybody else seems boring. Because of their high metabolism, they have to be constantly eating or looking for food. The weasels aren't immoral creatures, they are amoral, they simply haven't been taught how to be "good" so all they're interested in is fun for themselves.

Human Features:

Hands — Full

Biped — Full

Speech — Partial

Looks — None

Animal Abilities: Tight Squeeze, Hyper Metabolism, Nightvision

Psionic Powers: None

Level of Experience: 4th Level

Level of Education: 6th Grade Schooling

Education Bonus: None

Professional Skills: None of the weasels have any professional skills. The extent of their formal education is that they can read, write, and do simple arithmetic.

Natural Weapons: 1D8 Teeth, 1D6 damage Claws (climbing)

Weapon Proficiencies: WP Targeting (Archery), WP Knife, WP Handgun

Physical Skills:

Martial Arts Combat Training

Climbing — 80%

Prowl — 80%

Amateur Skills:

Tork: Basic Electronics — 60%, Pilot Truck — 90%, Wilderness Survival — 60%, Fishing — 55%, Tracking — 45%

Hambone: Cooking — 80%, Escape Artist — 50%, Pick Locks — 55%, Play Guitar — 62%, Pilot Motorcycle — 60%

Lyssis: Art (Draw with Marker) — 56%, Forgery — 50%, Basic Electronics — 60%, First Aid — 70%, Pilot Automobile — 90%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +8 to Strike, +8 to Parry, +10 to Dodge, +3 to Damage, +3 to Roll with Impact, +5 to Initiative.

Personal Profile: These three mutant weasels are the henchmen of Caesar. They were released by Caesar at a very young age and

have been raised mostly by him. They greatly respect Caesar and will stand by his side in most cases.

The weasels have no particular plans of their own. If they were left to themselves, they would get into serious trouble in no time. All the weasels have an advanced metabolism that requires them to eat their full weight in meat every day. Three weasel characters in a crowded city are sort of like a natural weasel in a chicken coop. They'll simply kill everything that gets in their way because they know they will need food soon.

Weapons: The weasels have all adopted the bow as their weapon of choice; each is outfitted with a modern compound bow. These weapons do 2D6 damage per normal arrow. The weasels carry 24 normal arrows, 6 armor-piercing arrows (same damage but better penetration, -2 to target's AR), and 3 explosive arrows (damage 5D6 for 4 yards/meters from impact, 1D8 damage for the next 4 yards/meters). In addition, they each have two daggers, one balanced for throwing.

Criminal Record: None

THE BAT-THING

Real Name: T'Cleass

Alignment: Diabolic

Attributes: IQ 4, ME 13, MA 4, PS 14, PP 9, PE 13, PB 8, Spd 13

Age: 17 **Sex:** Male

Size Level: 6 **Weight:** 107 lbs **Height:** 5ft 2in

Hit Points: 31 **SDC:** 35

Disposition: T'Cleass is just plain kill-crazy. He has no respect for life of any kind and acknowledges no masters. He obeys Caesar reluctantly and constantly argues about his role in the group. When faced with difficult situations his solution is to simply attack. Hot-tempered, irritable, and obnoxious.

Human Features:

Hands — Full (Extra Limbs)

Biped — Full

Speech — None

Looks — None

Psionic Powers: Telepathic Transmission

Animal Abilities: Flight, Sonar Sense

Level of Experience: 6th Level

Level of Education: T'Cleass cannot read or write and has difficulty counting numbers over 12.

Professional Skills: None

Natural Weapons: None

Weapon Proficiencies: WP Handgun

Physical Skills/Training: None

Espionage Skills/Special Training: None

Amateur Skills:

Prowl — 50%

Wilderness Survival — 70%

Land Navigation — 64%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: None

Other Abilities: None

Personal Profile: Created by laboratory experimentation, T'Cleass is obviously a failure. He is unstable and erratic.

For example, let's look at the example in the introduction. T'Cleass has captured two maintenance workers who can tell him where the money is kept in the building. He will demand the money. If the first victim doesn't get cooperative, T'Cleass will get more subtle; he'll hit 'em a few times. If no answers are forthcoming, he'll get angry enough to just shoot the second victim. It won't even occur to him that, without one of the victims his whole mission is doomed.

T'Cleass is kept around because he's an invaluable scout. Flying in total darkness and using his Sonar Sense, he can give vital information to Caesar. But his tendency to argue is probably going to get him killed, someday...

Weapons: T'Cleass carries a .38 Revolver with him at all times. He also carries 6, filled, quick loaders.

Criminal Record: Several law enforcement agencies have unconfirmed reports of gunshots from some kind of winged creature.

THE TERROR BEARS

(ADVENTURE)

Note: Depending on the characters in the players' group, this could be anything from Easy to Difficult. A group with no psionics will find it pretty rough going, but they should find it somewhat easier if at least two player characters are good psychics.

MEDIA REPORTS

The characters first become aware of "a rash of strange crimes" through various media reports. Newspapers, radio, and television reports sensationalize a series of bizarre thefts. The linking factors are all weird. Each of the places hit are out in distant suburbs all within a mile or two of rural farms or forests. In every case, the incident happened late at night and there was always a guard, attendant, or custodian on duty.

The aftermath of these crimes is sometimes tragic. In most cases, the employees of the burglarized business is simply unable to remember any details of the crime. They are shaken, upset, and slightly hysterical. However, in three cases, the victim has gone completely bonkers and will have to be institutionalized as a raving lunatic.

Four late-night party stores, an all-night gas station, and two banks have been robbed.

In the latest incident, in a suburban bank, a security camera was activated. Unfortunately, (and this is shown on TV, pictures in newspapers) the only thing seen were three large hats on the other side of a four-foot-high counter. This would seem to indicate fairly short criminals.

INSIDE INFORMATION

Characters with Advanced Smell or Tracking skills may be able to locate the small bear tracks around the scene of a recent crime. However, the bears are careful to conceal their tracks and smell a few times on the way back to their hideout.

The best way to find the Terror Bears is by staking out a variety of locations. Since the bears will travel no more than 8 miles from their lair in an abandoned house, the characters should be able to catch them in the act sooner or later.

GAME MASTER BACKGROUND

These malignant creatures were created by unethical experimentation. As newly born bear cubs, they were subjected to a military virus. Rather than killing the bears, the virus warped their development. For years the bears were kept captive by insensitive scientists. In their first three years of life, they were treated as experimental subjects for testing different kinds of biological toxins. This procedure consisted of injecting the bear cubs with massive doses of poison and hooking them up to uncomfortable electronic detectors to measure their suffering.

It wasn't until their fourth year that a scientist discovered the bear's unusual intelligence. At that point, they were transferred and subjected to even more brutal experimentation as researchers attempted to find out the extent of their intellect and abilities.

Since their escape, the Terror Bears have been living in suburban neighborhoods. Using loose clothing and large hats, they use their various psionic abilities on neighbors and store clerks in order to remain in disguise.

Currently, the Terror Bears are hiding out in an abandoned house in the northern suburbs of the city. All the neighbors will be very sure that "*nobody* lives *there*!" and "I wouldn't poke around *there* if I were you!" Of course, they've all been psionically manipulated to avoid the house.

Once inside the house, they will discover that it has been turned into a rather bizarre den. If the Terror Bears' house is actually invaded, the response depends on the time of day. The Terror Bears spend most of the daytime asleep in separate rooms. In the late afternoon and early evening, they eat and watch television. Late at night, they go out and wander the streets looking for victims. The Terror Bears have a great fear of being captured and returned to the secret laboratories that created them. In order to prevent this they will constantly flee. They are not interested in killing but enjoy torturing humans with their mental powers.

It's important for the Game Master to remember that the Terror Bears are very immature, almost childlike. They've been badly hurt and want to strike back, but they are *not* adults and will not act in an adult way.

PAIN BEAR

Real Name: Bertie

Alignment: Miscreant

Attributes: IQ 9, ME 24, MA 11, PS 22, PP 14, PE 14, PB 10, Spd 7

Age: 14 **Sex:** Male

Size Level: 5 **Weight:** 39 lbs **Height:** 3ft 5in

Hit Points: 24 **SDC:** 65

Disposition: Mean, bad-tempered, and argumentative. Pain Bear doesn't even get along with the other Terror Bears very well.

Human Features:

Hands — Partial
Biped — Partial
Speech — None
Looks — None

Animal Abilities: None

Psionic Powers:

Telepathic Transmission
Mind Trap
Animal Speech (Bears Only)
Bio-Manipulation — Pain

Level of Experience: 5th Level

Level of Education: 4th Grade

Education Bonus: None

Professional Skills: None, but can read, write, and do simple math.

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90%
Basic Swimming

Espionage Skills/Special Training: None

Amateur Skills:

Starting at the top of the page and going clockwise, the characters are **PAIN BEAR**, **FEAR BEAR**, **DOOM BEAR**, and **NIGHTMARE BEAR**.

Wilderness Survival — 65%
Fishing — 90%
Navigation — 60%
Pick Locks — 60%
Prowl — 85%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike, Parry, or Dodge; +7 to Damage.

Other Abilities: None

Personal Profile: Pain Bear is the most antisocial of the Terror Bears. He is basically a very unhappy individual who dislikes himself as much as anyone else. He enjoys using his psionic powers because they make him feel important.

When in combat or threatened, Pain Bear will first attempt to use his Bio-Manipulation: Pain to incapacitate aggressors. When he has more time, he likes to use Mind Trap to immerse his victims in some kind of torture chamber. He lets victims "escape" from one chamber to another in the fantasy, always leading them into an even more terrifying experience.

Criminal Record: None

FEAR BEAR

Real Name: Archie

Alignment: Diabolic

Attributes: IQ 10, ME 21, MA 8, PS 17, PP 8, PE 14, PB 10, Spd 14.

Age: 14 **Sex:** Male

Size Level: 5 **Weight:** 33 lbs **Height:** 3ft 4in

Hit Points: 33 **SDC:** 65

Disposition: A quiet, vengeful character who appears good-natured in spite of his intense hatred.

Human Features:

Hands — Partial
Biped — Partial
Speech — None
Looks — None

Animal Abilities: None

Psionic Powers:

Telepathic Transmission
Mind Trap
Detect Psionics
See Aura

Level of Experience: 5th Level

Level of Education: 4th Grade Schooling

Education Bonus: None

Professional Skills: None, but can read, write, and do simple math.

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90%
Basic Swimming

Amateur Skills:

Wilderness Survival — 65%
Fishing — 90%
Navigation — 60%
Pick Locks — 60%
Prowl — 86%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike, Parry, or Dodge; +2 to Damage.

Other Abilities: None

Personal Profile: Fear Bear is the member of the Terror Bears who holds the most bitter hatred of humanity. He is fond of Doom Bear and will follow him whenever possible. Using the See Aura ability, Fear Bear always tries to figure out what his victims will be most frightened of. Then he will Mind Trap them into a variety of fantasies where they face their worst fears and phobias.

Criminal Record: None.

DOOM BEAR

Real Name: Sammy **Alignment:** Anarchist

Attributes: IQ 14, ME 28, MA 11, PS 17, PP 10, PE 21, PB 12, Spd 5

Age: 14 **Sex:** Male

Size Level: 5 **Weight:** 40 lbs **Height:** 3ft 4in

Hit Points: 36 **SDC:** 65

Disposition: Paranoid, timid, fearful of just about everyone and everything. His only real friend is Fear Bear, and even the other Terror Bears scare him.

Human Features:

Hands — Partial
Biped — Partial
Speech — None
Looks — None

Animal Abilities: None

Psionic Powers:

Telepathic Transmission
Mind Trap
Animal Control (Bears Only)
Hypnotic Suggestion

Level of Experience: 5th Level

Level of Education: 4th grade

Education Bonus: None

Professional Skills: None, but can read, write and do simple math.

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: None

Physical Skills:

Climbing — 90%

Basic Swimming

Amateur Skills:

Wilderness Survival — 65%

Fishing — 90%

Hunting — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike, Parry, or Dodge; +2 to Damage.

Other Abilities: None

Personal Profile: Doom Bear is constantly haunted by a recurring bad dream of nuclear holocaust. He is quite convinced that this is a "real" thing that will take place sometime in the near future. He has the delusion that he will survive the disaster, and that staying close to the other Terror Bears is the only way he can save them. In the Mind Trap of Doom Bear, victims always experience the horror of nuclear disaster — starting with the sirens, through the blast itself, and finally the long terrible night that follows; his victims feel the actual experience.

Criminal Record: None

NIGHTMARE BEAR

Real Name: Buzzy

Alignment: Aberrant

Attributes: IQ 9, ME 27, MA 13, PS 17, PP 17, PE 21, PB 11, Spd 12

Age: 14 **Sex:** Male

Size Level: 5 **Weight:** 34 lbs **Height:** 3ft 3in

Hit Points: 35 **SDC:** 65

Disposition: Pushy, quick-tempered, take-charge type who expects everyone to obey his orders.

Human Features:

Hands — Partial

Biped — Partial

Speech — None

Looks — None

Animal Abilities: None

Psionic Powers:

Telepathic Transmission

Mind Trap

Sixth Sense

Mind Block

Level of Experience: 5th Level

Level of Education: 4th Grade

Professional Skills: None, but can read, write, and do simple math.

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: None

Physical Skills/Training:

Climbing — 90%

Basic Swimming

Amateur Skills:

Wilderness Survival — 65%

Fishing — 90%

Hunting — 60%

Pick Locks — 60%

Prowl — 86%

COMBAT ABILITIES

Actions Per Round: 2

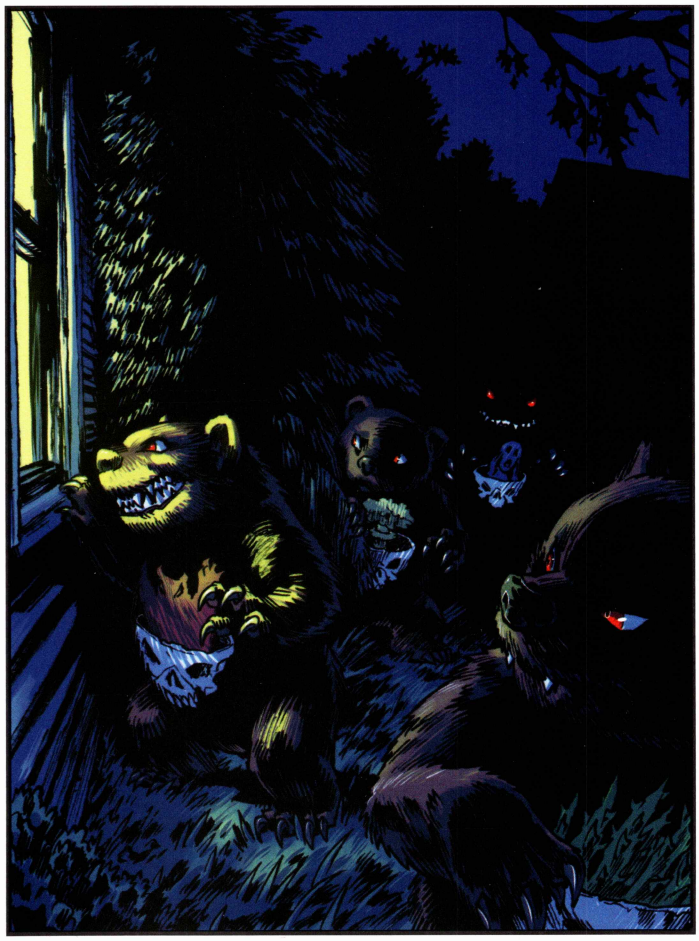
Bonuses: No bonuses to Strike, Parry, or Dodge; +2 to Damage.

Other Abilities: None

Personal Profile: Nightmare Bear is the leader of the Terror Bears. He is the one who most often comes up with plans for their future survival. In fact, Nightmare Bear is the only one of the Terror Bears who even looks ahead to tomorrow. Like the others, he has a hatred of humanity and tries to protect the other Terror Bears.

The Mind Traps of Nightmare Bear are unique in that he brings to life his victims actual fears as nightmares — those caught will relive recent traumatic events where their opponents and problems become much greater than they are in real life.

Criminal Record: None



DOC FERAL: THE GENIUS OF BIO-SPAWN

(ADVENTURE)

Note: Adventures involving Doc Feral can range from Easy to Difficult depending on what forces the good doctor decides to mobilize. Recommended for all sizes and levels of player groups.

MEDIA REPORT

BIO-Spawn is almost never mentioned in media reports, when press releases are given out they usually mention one of the various subsidiaries (see below).

Whenever Doc Feral is mentioned by the media it will always be in glowing terms, describing him as a "brilliant scientist who has made innumerable contributions to society."

INSIDE INFORMATION

A thorough investigation of Doc Feral's background reveals dozens of accolades and honorary awards. Deep in his past, there was a minor scandal involving a run-in with an anti-vivisection animal rights group.

The corporate web involving BIO-Spawn, Doc Feral, and the various subsidiaries are all a matter of public record. In a week's worth of library and internet investigation, a researcher could make all the right connections.

Underworld connections know absolutely nothing of Feral. All federal, state, local, and even foreign government officials treat Feral and his representatives with great respect. Police will offer to help Feral even if they have to bend the rules to do it.

GAME MASTER BACKGROUND

Doc Feral is a world-famous scientist and businessman. With his numerous inventions and chemical formulas, he has created a corporate empire that allows him to continue his research with a completely free hand.

Currently, one of Feral's main interests is mutated animals. Ideally, he takes mutant animals (or their dead bodies) to his secret underground laboratory where he can *properly* inspect them. In other words, vivisect them. Failing that, he offers substantial sums of money for blood and tissue samples. Feral will start by offering $5,000 (1000 new $5 bills) and will work his way up to $50,000 for a fresh blood sample from a mutated animal character. Any weird dead animals that end up in police hands are certain to be sent to Feral.

Feral *never* personally breaks the law. However, he will send various forces out to get any mutant who interests him. Mutant animal characters who land in hospitals or jails are in great danger because of Feral's close connections with government officials. Often the character may be officially "transferred" to the Feral mansion for more specialized "care."

Feral will show up wherever mutant animals become publicly known about. For example, he will appear at the schoolhouse hostage-taking within hours of the media announcement. Any animal characters with public identities will be sent invitations to the Feral mansion. These characters will *not* be kidnapped while they enjoy Feral's hospitality. They *will* be followed when they leave and attempts *will* be made to get them later.

Game Masters should consider Feral as a major villain in their campaigns. Because he never directly involves himself in combat and is protected by the law, a good Game Master can keep him around for many adventures. Another possibility is to have some or all of the players' characters — or their enemies — be escaped creations of Doc Feral.

DOC FERAL'S PERSONAL STAFF (HUMAN)

Donald Westlake — Bookkeeper. This is a normal human who functions as Feral's accountant and chief assistant when dealing with all the various corporate connections. He lives in the Feral mansion but knows nothing of the existence of the underground laboratory.

Thomas Golightly — Butler. A very aloof and efficient servant. He lives in the Feral mansion but has nothing to do with the underground lab.

Maria Chen — Housekeeper. A widow, she and her three children - Cindy, George, and Wendy - have lived in the Feral mansion for at least 10 years. Currently, Cindy and George are away at University (paid for by Feral) and Wendy is still in High School. All the Chens consider Feral as one of the family and would never suspect him of any wrongdoing.

All Other Staff Members, including Frederick Lapointe the Chef, Nancy Andrews the Maid, and at least a dozen others live away from Doc Feral's mansion. They all believe that Feral is a fair and generous employer.

DOC FERAL

Real Name: Doctor Victor Oban Feral

Alignment: Aberrant Evil

Attributes: IQ 28, ME 22, MA 18, PS 20, PP 12, PE 6, PB 13, Spd 16

Age: 66 **Sex:** Male

Size Level: 9 **Weight:** 158 lbs **Height:** 6ft 6in

Hit Points: 46 **SDC:** 15

Disposition: Reserved, refined and utterly sophisticated. He will *never* stoop to insults or rude remarks and will be unfailingly polite, even to vivisection victims.

Animal Abilities: None

Psionic Powers: None

Level of Experience: 12th Level

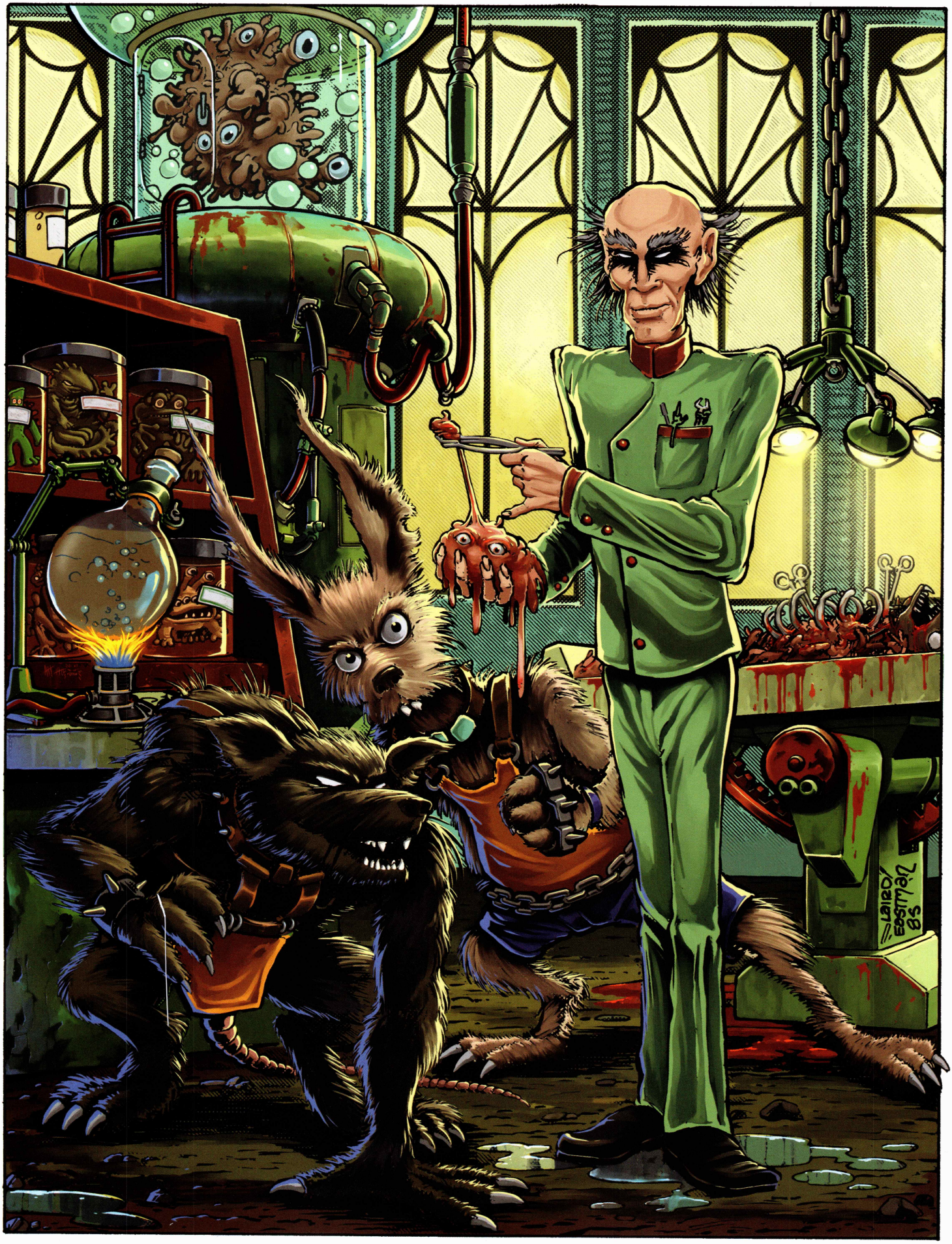
Level of Education: Doc Feral has the equivalent of Doctorates in several fields. He is on the cutting edge of science in Biology, Chemistry, Genetics, Medicine, Nuclear Physics, Robotics, and several disciplines in Mathematics.

Education Bonus: +35%

Occupation: Scientist, BIO-Spawn Corporation Chairman of the Board.

Professional Skills:

Botany — 98%
Biology — 98%
Chemistry (Basic) — 98%
Analytical Chemistry — 98%
Computer Operation — 98%



Doc Feral with his loyal laboratory assistants Igor the rat and Karl the rabbit.

Computer Programming — 98%
Languages (Chinese, French, German, Greek, Latin) — 98%
Laser Communications — 98%
Advanced Mathematics — 98%
Medical Doctor — 98/88%
Pathology — 98%
Pilot Automobile — 98%
Pilot Aircraft — 65%
Pilot Jet — 60%
Research — 98%

Weapon Proficiencies: WP Handgun, WP Sword

Amateur Skills:

Basic Combat Training
Fencing
Radio — 90%
Photography — 90%
Languages (Arabic, Hindi, Japanese, Russian, Spanish) — 84%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +2 to melee Strike, +2 to Parry, +2 to Dodge, +2 to Roll with Impact, +1 to Initiative, +6 to melee Damage.

Other Abilities: Entangle reaction, Throw, Hold; Critical Strike with all attacks on Natural 19-20.

Personal Profile: This mad scientist is a genius who understands all the inner workings of genetic change. He is a very good person in many ways. He is a study in contradiction, however, as he does not tolerate bullying or racial or sexual discrimination in any of his businesses, he condemns dictatorships and racist behavior, and he is generous to his friends, employees, educational institutions and the poor.

On the other hand, he can be ruthless and cruel. He has never killed anyone nor ordered anyone to be murdered or physically harmed. Of course, "volunteer" test subjects sometimes die, especially in cutting edge science. That includes people as well as countless lab animals and mutant animal subjects. And he cannot control the actions of some of his less civilized underworld associates.

Doc Feral is completely contemptuous of any animal who tries to act like an independent being. To him, all animals can be divided into two categories: useful tools and candidates for experimentation and vivisections. He is fully aware of the existence of intelligent mutant animals and is always interested in acquiring them to further his knowledge.

Doc Feral has several mutant animal servants who are forced to remain loyal. He has created a control collar capable of inflicting pain... or death. The collars also serve as communication and tracking devices. No matter how intelligent and human-like his mutant animals may become, he still thinks of them as animals, not people, and therefore they are his "property" and without rights. He doesn't mean to be cruel or dismissive, but *he sees animals as expendable tools* for the advancement of science and humankind.

Doc Feral is not in any way evil or malicious towards his fellow humans, in fact he is generally quite scrupulous when dealing with them. Yet, he has a strange sort of view on the world that simply sees anything nonhuman as lacking any sort of rights. Doc Feral may have been Scrupulous long ago, but his disdain for intelligent non-human life has twisted his morals into Aberrant evil. He is a scientist with a god complex and a twisted sense of loyalty and responsibility to his mutant animal labor force and underlings. As a result, he watches out for their welfare, providing top pay and excellent benefits. He has his own twisted moral code and never breaks a promise or an agreement.

Feral is powerful in several ways. First of all, he is wealthy. Successful experiments have yielded powerful new drugs and techniques in biotechnology. BIO-Spawn, a company backed by heavy venture capital, is wholly owned by Feral. Feral also has considerable political power. By selectively releasing information indicating that he is on the verge of an immortality drug, he has many powerful patrons who are anxious to please him. This extends so far as providing police cooperation when he requests it.

Feral's primary laboratory is a secret, underground complex below his spacious mansion. All areas are heavily trapped and monitored. No other humans have ever seen this facility; his animal servants are the only inhabitants and staff.

Weapons: Although Feral is trained in the fencing foil and revolver, he would never carry a weapon of any kind. To him, these weapons are for sport only, not to be used in combat. There are weapons in the gym and shooting range of the mansion.

Criminal Record: As a young researcher, Feral was arrested on a charge of cruelty to animals. Although ample evidence of his vivisections on live animals was presented, all charges were eventually dropped.

DOC FERAL'S ANIMAL ASSISTANTS

OTTO RATTUS

Real Name: Otto Rattus

Alignment: Aberrant

Attributes: IQ 11, ME 15, MA 9, PS 34, PP 12, PE 16, PB 8, Spd 18

Age: 42 **Sex:** Male

Size Level: 11 **Weight:** 233 lbs **Height:** 6ft 3in

Hit Points: 48 **SDC:** 60

Disposition: A mean, suspicious and vengeful character whose entire life has been devoted to protecting Doc Feral.

Human Features:

Hands — Full
Biped — Full
Speech — Full
Looks — Special: Otto has been given extensive plastic surgery so that he appears to be fully human. However, any animal character will immediately suspect his origin as a rat.

Animal Abilities: None

Psionic Powers: None

Special Abilities/Implants: In order to increase Otto's natural life span, Doc Feral has built in a few *bionic implants*: an artificial heart, lungs, and kidneys.

Level of Experience: 9th Level

Level of Education: High School

Education Bonus: +15%

Occupation: Doc Feral's personal bodyguard and chauffeur. While he is not salaried, he has been endowed with a trust fund of over $1.5 million. Feral gives him whatever incidental money he may require.

Professional Skills:

Automotive Mechanics — 75%
Computer Operation — 98%
Computer Repair — 95%
Paramedic — 98%
Locksmith — 85%
Pilot Automobile — 98%
Pilot Racing Car — 98%
Pilot Motorcycle — 98%
Pilot Truck — 98%
Pilot Propeller Aircraft — 98%
Pilot Jet Aircraft — 98%

Natural Weapons: None

Weapon Proficiencies: WP Handgun, WP Submachine Gun

Physical Skills/Training:

Expert Combat Training
General Athletics
Body Building
Boxing
Fencing
Running
Swimming

Espionage Skills/Special Training:

Surveillance Systems — 55%

Amateur Skills:

Languages (Arabic, Chinese, German, French, Spanish) — 82%
Knowledge: Horse Racing — 90%

Otto follows the races, knows the tracks, horses and jockeys and, occasionally, will make small bets ($5 or less) over the phone. He reads most of the racing forms and newspapers.

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +2 to melee Strike, +4 to Parry, +4 to Dodge, +21 to Damage; +4 to Roll with Impact, +2 to Initiative, +1 to Pull Punch.

Other Abilities: Entangle reaction, Throw, Hold; Critical Strike with all attacks on Natural 18-20.

Personal Profile: When Doc Feral was a child genius of 16, he was given a young laboratory rat as a pet. Otto became one of the only beings that Feral truly loved. As Otto started to age, Feral began using a variety of drugs, bionics, and surgical techniques to build him into a very human-like being. Otto is the only one of Feral's mutant animal henchmen who does not wear a Control Collar.

Otto's loyalty to Doc Feral is absolute. He believes that the Doctor is a perfect, loving person who needs to be protected from the evil in the world. He will readily sacrifice his own life for Feral's. Otto is also fond of Maria Chen, Feral's housekeeper, and her children. He is suspicious of any other people.

Acting as Feral's assistant, Otto spends much of his time in the secret laboratories under the mansion. He is skilled in assisting Feral in any difficult vivisection, surgery, or research. Training from InterTech (see below) has sharpened Otto's combat abilities and taught him all about being a professional bodyguard.

Weapons: Otto always carries a .357 Magnum in a shoulder holster, with two quick-reload cylinders. He keeps a 9mm Pistol and a 9mm Submachine Gun in a locked compartment on any vehicle he regularly drives. Note that Otto will never use a weapon unless Feral's life is in danger or unless specifically ordered to do so.

Criminal Record: None. Otto has official citizenship papers and passports for the U.S., Canada, France, and Saudi Arabia.

KARL THE RABBIT

Real Name: Karl

Alignment: Diabolic

Attributes: IQ 10, ME 14, MA 9, PS 11, PP 10, PE 8, PB 9, Spd 20

Age: 18 **Sex:** Male

Size Level: 8 **Weight:** 123 lbs **Height:** 5ft 6in

Hit Points: 15 **SDC:** 45

Disposition: Gleeful, cocky, vicious, and mean. Karl likes being in control. When Feral is around, he is very quick to agree with anything the Doctor says.

Human Features:

Hands — Full
Biped — Full
Speech — Full
Looks — None

Animal Abilities: Leaping, Advanced Hearing

Psionic Powers: None

Level of Experience: 4th Level

Level of Education: 4 Years of College

Education Bonus: +25%

Occupation: Laboratory Assistant for Doc Feral. Karl is in charge of the secret underground laboratory whenever Feral is not around. He wears a Control Collar and is not paid.

Professional Skills:

Biology — 80%
Chemistry — 90%
Computer Operation — 95%
Computer Programming — 80%

Medical Doctor — 82/72%

Pathology — 85%

Natural Weapons: 1D6 damage Teeth

Weapon Proficiencies: WP Staff, WP Chain

Physical Skills/Training:

Basic Combat Training

Prowl — 70%

Espionage Skills/Special Training:

Surveillance Systems — 55%

Amateur Skills:

TV/Video Communications — 50%

Basic Electronics — 60%

Pick Locks — 55%

COMBAT ABILITIES

Actions Per Round: 3

Bonuses: +1 to melee Strike, +1 to Parry, +1 to Dodge, +1 to Roll with Impact.

Other Abilities: None

Personal Profile: Karl is a rabbit changed into humanoid form by one of the doctor's experiments. By carefully appearing smart, but not too smart (Feral is always curious about very bright creatures they usually end up being vivisected), Karl has managed to rise to the position of chief laboratory assistant.

Karl hates Feral but is happy for the opportunity to torture other animals. If freed from his Control Collar, he would probably attempt to escape. By carefully observing Feral's various experiments, Karl has absorbed the equivalent of a college education in the sciences.

Weapons: Karl uses a set of spiked brass knuckles (+4 damage with a punch) to keep the other animals in line. He has hidden a pair of Nunchaku and an iron-tipped staff in the lab in case of trouble.

Criminal Record: None, there are no official records of his existence.

IGOR THE LAB RAT

Real Name: Igor

Alignment: Miscreant

Attributes: IQ 18, ME 15, MA 9, PS 23, PP 9, PE 14, PB 6, Spd 24

Age: 25 **Sex:** Male

Size Level: 9 **Weight:** 165 lbs **Height:** 4ft 6in

Hit Points: 31 **SDC:** 56

Disposition: Quiet, vengeful, someone who can patiently wait for years before repaying a slight.

Human Features:

Hands — Partial

Biped — Partial

Speech — Partial

Looks — None

Animal Abilities:

Digging

Advanced Hearing

Psionic Powers:

Hypnotic Suggestion

Detect Psionics

Level of Experience: 5th Level

Level of Education: High School

Education Bonus: +15%

Occupation: Feral's animal keeper. Igor is lord and master over all the caged and controlled animals in the underground lab. He wears a Control Collar that he's secretly deactivated.

Professional Skills:

Automotive Mechanics — 70%

Computer Operation — 90%

Computer Programming — 70%

Computer Repair — 65%

Pilot Van (Truck) — 85%

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: None

Physical Skills/Training:

Expert Combat Training

Acrobatics

Body Building

Prowl — 79%

Espionage Skills/Special Training:

Surveillance Systems — 55%

Amateur Skills:

Photography — 70%

Sewing — 60%

Pick Locks — 60%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +2 to melee Strike, +2 to Parry, +2 to Dodge, +8 to Damage, +4 to Roll with Impact.

Other Abilities: Throw, Entangle reaction.

Personal Profile: Igor, a mutated brown lab rat, is one of Feral's earliest creations. He has managed to conceal his psychic abilities from Doc Feral and has arranged for all other psionic creations to be destroyed.

Now that he has deactivated his Control Collar, he enjoys his special position and would not leave unless forced. Igor enjoys torturing the various animals under his control.

Weapons: None

Criminal Record: None, there are no official records of his existence.

SPECIAL NOTES ON DOC FERAL

ANIMALS BY DESIGN

Doc Feral has genetically engineered dozens of other mutant animals. Mostly of these ended up being hideous experiments, but occasionally Feral will be able to put a test creature to some good use.

Doc Feral also builds special purpose *combat animals* that are designed for capturing and killing other mutant animals. All the animals he intentionally mutates to become his servants are based on Rats (Rodents), Mice (Rodents), or Rabbits. Game Masters, use your discretion and imagination to create these characters.

THE FERAL MANSION

Above ground, the Feral mansion is a comfortable palace of 38 rooms. It includes a gym, a shooting range, a private indoor pool, numerous guest rooms, and spacious grounds with beautiful gardens.

The secret underground laboratory is reached only from Feral's private bedroom and from the rear loading area behind the kitchen. The underground area is even larger than the mansion itself and contains numerous laboratories, restraining cells, and storage bays.

FERAL'S PRIVATE CAR

Doc Feral travels in a long black six-wheeled car. Small BIO-Spawn logos are decorated on the front and rear hoods. The front has enough room for a chauffeur and one bodyguard. The rear is a comfortable lounge that seats six easily.

Built into the car are communications equipment, computers, laboratory instruments, and a small bar. Feral can ride in the car without interrupting either his experiments or communications with his corporate managers.

The car is also armor-plated and fitted with mirrored bulletproof glass windows.

Feral Limo **Range:** 300 miles **Speed:** 120 mph **SDC:** 600

BIO-SPAWN BLACK UTILITY VANS

These ominous vans are used by Feral's mutant animal servants for special missions. The windshield and other windows are covered with mirrored glass.

These vans will show up wherever mutants or weird animals fight or are seen in public, and their personnel are well-practiced at cooperating with law enforcement to get "custody" of any such beings. They are also used to transport wounded or dead mutants back to Doc Feral's secret underground laboratory.

The sealed back area contains paramedic supplies, lab equipment, and four bunks with high-tensile reinforced restraining straps (-10% to Escape Artist checks, 75 SDC each) and sedative drips (save vs Toxin is 16 or higher, only after being restrained and intubated).

The BIO-Spawn black utility vans are also armored, have bullet-proof windows, slash-resistant tires, and tracking devices.

Black Van **Range:** 200 miles **Speed:** 120 mph **SDC:** 500

CONTROL COLLARS

The Control Collars are used by Feral to ensure the loyalty and obedience of his animal servants. Feral has programmed them so that they respond to only his voice or coded radio commands.

The location of any Collar can be easily tracked by Doc Feral and his assistants across the globe, as they incorporate GPS technology *plus* backup radio transmitters (200 mile range).

The collars can put out a varying amount of electrical charge directly into the wearer's spinal cord. If a Collar is out of contact with the laboratory's transmitter for more than two hours, it will start flashing a pain signal to the wearer. The pain signal will continue for 30 minutes (the wearer is -4 to Initiative, Strike, Parry, Dodge, and -20% to all skill checks). If the collar does not regain contact with the laboratory's transmitter signal, then it will kill the wearer by electrically frying their brain.

It takes Feral about fifteen minutes to install a Collar. They cannot be removed without surgical assistance *and* expert knowledge of electronic surveillance and encryption systems — otherwise the wearer will die.

THE BIO-SPAWN CORPORATION

This is primarily a holding company that partially or fully owns Doc Feral's other commercial enterprises. It has a major interest in a number of subsidiaries including:

- **D.V.K. Chemical** — BIO-Spawn holdings: 68%. Gross yearly Sales: In excess of $1,200,000,000.
- **Fawn Cosmetics** — BIO-Spawn holdings: 7%. Gross yearly Sales: In excess of $8,000,000.
- **Method-A Pharmaceuticals** — BIO-Spawn holdings: 60%. Gross yearly Sales: In excess of $1,400,000,000.
- **Trans-East Trucking** — BIO-Spawn holdings: 33.3%. Gross yearly Sales: In excess of $260,000,000.
- **Myzurski, Myzurski, & Taylors, Attorneys** — BIO-Spawn holdings: .05%. Gross yearly Sales: In excess of $140,000,000.
- **Second Future Manufacturing** — BIO-Spawn holdings: 11%. Gross yearly Sales: In excess of $800,000,000.
- **Samuel & Sons Import/Export** — BIO-Spawn holdings: 28%. Gross yearly Sales: In excess of $1,200,000,000.
- **Moonstone Construction** — BIO-Spawn holdings: 73%. Gross yearly Sales: In excess of $240,000,000.
- **Cal-Zona Agriculture Products** — BIO-Spawn holdings: 6%. Gross yearly Sales: In excess of $2,050,000,000.
- **InterTech Security & Investigation** — BIO-Spawn holdings: 63%. Gross yearly Sales: In excess of $150,000,000.

THE TEENAGE MUTANT NINJA TURTLES

RAPHAEL

Real Name: Raphael

Alignment: Unprincipled

Attributes: IQ 12, ME 13, MA 11, PS 20, PP 18, PE 20, PB 5, Spd 15

Age: 15 **Sex:** Male

Size Level: 8 **Weight:** 150 lbs **Height:** 5ft 1in

Hit Points: 34 **AR:** 10 **SDC:** 126

Disposition: Raph is impulsive, hot-tempered, quick to argue, but also quick to defend his friends.

Human Features:

Hands — Full
Biped — Full
Speech — Full
Looks — None

Animal Abilities:

Natural Armor (AR: 10, SDC: +40)
Hold Breath — 10 minutes
Master Swimmer

Psionic Powers: None

Level of Experience: 6th Level

Education Bonus: None

Occupation: Crime Fighter

Professional Skills: None

Weapon Proficiencies: WP Knife (Sai), WP Paired (Sais), WP Sword, WP Chain, WP Blunt, WP Nunchucks, WP Shuriken

Physical Skills/Training:

Ninjutsu Combat Training (+3 levels)
Acrobatics
General Athletics
Body Building
Boxing
Climbing — 98%
Gymnastics
Prowl — 98%
Advanced Swimming — 98%
Wrestling

Espionage Skills/Special Training:

Escape Artist — 55%
Demolitions Disposal — 78%
Pick Locks — 65%
Wilderness Survival — 70%
Tracking — 70%

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +5 to melee Strike, +8 to Parry, +8 to Dodge, +7 to melee Damage, +10 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20.

Personal Profile: Raphael is the "wild" man of the group. He has problems with being controlled and self-control. When agitated, he has a chance of going into a "berserker" rage. It takes several combat rounds for him to recover. He's fine most of the time, but when he gets into a rage, watch out! This makes him an awesome fighter, but also a little hard to live with.

He doesn't like this side of himself, but he can't quite control it yet — his anger is barely kept in check. A large part of why Raphael hasn't yet gone off the deep end is due to his friendship with Michelangelo. Michelangelo is also Raphael's main sparring partner. It is Michelangelo's great love of life and fun that acts as a balance for Raphael's anger and moodiness.

Raphael wants to make himself a better warrior. He practices a lot, but he can't seem to keep from doing dangerous or foolhardy stunts. Though skilled in all ninjutsu techniques, his favorite weapon is the sai. He uses the Paired Sai in Leap Attacks as a Ninjutsu warrior. As a fighter, Raphael is neither the most skillful (Leonardo is better) or the most talented (Michelangelo is phenomenal), but he is the *deadliest* Ninja Turtle because of his raw energy and strength.

Weapons: Pair of Sai

Criminal Record: None

LEONARDO

Real Name: Leonardo

Alignment: Scrupulous

Attributes: IQ 16, ME 16, MA 17, PS 15, PP 20, PE 18, PB 11, Spd 11

Age: 15 **Sex:** Male

Size Level: 8 **Weight:** 150 lbs **Height:** 5ft 4in

Hit Points: 38 **AR:** 10 **SDC:** 105

Disposition: Leo is super straightforward, clever, fast thinker, excellent strategist and tactician, perfectionist.

Human Features:

Hands — Full
Biped — Full
Speech — Full
Looks — None

Animal Abilities:

Natural Armor (AR: 10, SDC: +40)
Hold Breath — 10 minutes
Master Swimmer

Psionic Powers: None

Level of Experience: 6th Level

Education Bonus: None

Occupation: Crime Fighter

Professional Skills: (Tutored)

Military Science — 65%
History of Japan — 80%
History of War —75%
Basic Mathematics — 90%

Weapon Proficiencies: WP Sword (Katana), WP Paired (Sword), WP Blunt, WP Chain (Nunchucks), WP Knife, WP Staff, WP Spear, WP Targeting (Ninja Bow, Shuriken)

Physical Skills/Training:

Ninjutsu Combat Training (+3 levels)
Acrobatics
General Athletics
Body Building
Boxing
Climbing — 98%
Fencing
Gymnastics
Prowl — 98%
Advanced Swimming — 98%

Espionage Skills/Special Training:

Pick Locks — 65%
Tracking — 70%

Amateur Skills:

Art (Drawing) — 64%
Pilot Automobile — 90%
Study, Popular Fiction — 80%

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +6 to melee Strike, +9 to Parry, +9 to Dodge, +2 to melee Damage, +9 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20.

Personal Profile: In the absence of Splinter, Leonardo is the leader of the Turtles. He is a "take-charge" kind of guy who can size up a situation quickly. He excels at making plans that are complicated yet cleanly constructed, and most always work.

He is also a perfectionist; a trait that gets him into trouble. Leonardo performs his tasks with an enviable efficiency, but he sees even small failures as a source of shame and a "loss of face." He is always trying to live up to the ideals of his mentor, Splinter. Unfortunately, he has never really absorbed one of Splinter's most important teachings: it is honorable to strive for perfection, but alright to occasionally fail to reach that goal.

Leonardo also feels this loss of face when the other Turtles do something wrong. He feels responsible for them and their actions. Of course, because of this, Raphael's rages and craziness try his patience. Leonardo is perhaps the most insightful of the Turtles, at least in all-around social and situational awareness. He is observant, has a keen memory, and quickly picks up new techniques through training. His favored weapon is the katana, though he is skilled with all weapons and combat forms.

Weapons: Pair of Katanas

Criminal Record: None

DONATELLO

Real Name: Donatello

Alignment: Scrupulous

Attributes: IQ 19, ME 15, MA 12, PS 13, PP 17, PE 13, PB 9, Spd 10

Age: 15 **Sex:** Male

Size Level: 8 **Weight:** 155 lbs **Height:** 5ft 6in

Hit Points: 33 **AR:** 10 **SDC:** 93

Disposition: Don is agreeable, quiet, and self-contained.

Human Features:

- Hands — Full
- Biped — Full
- Speech — Full
- Looks — None

Animal Abilities:

- Natural Armor (AR: 10, SDC: +40)
- Hold Breath — 10 minutes
- Master Swimmer

Psionic Powers: None

Level of Experience: 5th Level

Education Bonus: +6%

Occupation: Crime Fighter

Professional Skills: (Tutored)

- Automotive Mechanics — 70%
- Chemistry — 90%
- Computer Operation — 90%
- Computer Programming — 70%
- Computer Repair — 70%
- Electrical Engineering — 75%
- Demolitions — 80%
- Advanced Mathematics — 84%
- Mechanical Engineering — 75%

Weapon Proficiencies: WP Staff, WP Shuriken

Physical Skills/Training:

- Ninjutsu Combat Training (+3 levels)
- Acrobatics
- General Athletics
- Climbing — 98%
- Prowl — 98%
- Advanced Swimming — 98%

Espionage Skills/Special Training:

- Pick Locks — 65%
- Surveillance Systems — 70%

Amateur Skills:

- Radio — 80%
- Art (Carpentry) — 60%
- Photography — 70%
- Study, Science Fiction — 80%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +4 to melee Strike, +5 to Parry, +5 to Dodge, +2 to melee Damage, +7 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20.

Personal Profile: Donatello is more interested in working out a troublesome computer program than fighting ninjas or robot mousers or whatever. Of all the Turtles, he rebels most strongly against killing. In a strange way, he is a pacifist ninja, and while his skills with the staff are highly honed, he would prefer not to use them against a living opponent.

Donatello enjoys gadgets and technology. He often sneaks out at night and, using his ninja skills of silence and stealth, rummages through the dumpsters of electronics firms, gathering cast-off parts with which to construct his various devices. Although he lacks formal training, he is a natural inventive genius.

Donatello cares a great deal for his brother Turtles but is the least clannish of them. He lives most of the time within his own head, thinking and dreaming of new things to build or getting lost in a classic science fiction novel.

Weapons: Bo Staff

Criminal Record: None

MICHELANGELO

Real Name: Michelangelo

Alignment: Scrupulous

Attributes: IQ 11, ME 14, MA 19, PS 16, PP 23, PE 17, PB 16, Spd 14

Age: 15 **Sex**: Male

Size Level: 8 **Weight:** 150 lbs **Height:** 5ft 2in

Hit Points: 32 **AR:** 10 **SDC:** 117

Disposition: Mike is fun-loving, carefree, and friendly.

Human Features:

Hands — Full
Biped — Full
Speech — Full
Looks — None

Animal Abilities:

Natural Armor (AR: 10, SDC: +40)
Hold Breath — 10 minutes
Master Swimmer

Psionic Powers: None

Level of Experience: 5th Level

Education Bonus: None

Occupation: Crime Fighter

Professional Skills: None

Weapon Proficiencies: WP Chain (Nunchaku), WP Paired (Nunchaku), WP Knife, WP Blunt, WP Staff, WP Shuriken

Physical Skills/Training:

Ninjutsu Combat Training (+3 levels)
Acrobatics
General Athletics
Body Building
Boxing
Climbing — 98%
Prowl — 98%
Advanced Swimming — 98%
Wrestling

Espionage Skills/Special Training:

Pick Locks — 65%
Pick Pockets — 50%

Amateur Skills:

Cook — 85%
Disguise — 65%
Escape Artist — 55%
First Aid — 75%
Pilot Automobile — 98%
Concealment — 55%
Detect Concealment — 65%
Writing (Creative) — 58%
Study, Movies — 80%
Study, Comic Books — 80%

COMBAT ABILITIES

Bonuses: +7 to melee Strike, +9 to Parry, +9 to Dodge, +3 to melee Damage, +8 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20.

Personal Profile: Michelangelo is the fun-loving turtle. He lives to enjoy life. He tends to hang out with Raphael rather than Leonardo or Donatello because they're too serious for him. He has a gentle, though mischievous nature and is not above playing practical jokes.

Michelangelo reads comic books and likes to sneak into movie theaters when they are playing fun new fantasy or action films. Michelangelo would also be the Ninja Turtle most likely to play in a role-playing game. In short, he enjoys practicing his ninja skills but also enjoys just fooling around.

Michelangelo also likes to cook and it is he who prepares most of the Turtles' meals. In many ways, he is an optimist who focuses on enjoying all that life has to offer.

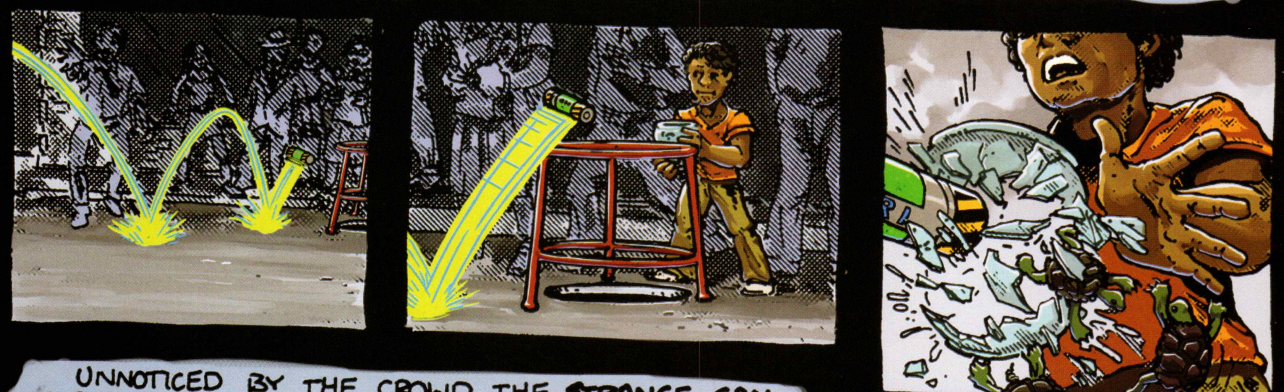
Michelangelo likes rough-and-tumble stuff and gets into a good fight almost as much as Raphael. He enjoys sparring, and he and Raphael do a lot of this. He doesn't work as hard at the art of Ninjutsu as any of the others (except perhaps Donatello), but his natural prowess more than makes up for his lack of discipline. Michelangelo favors a pair of nunchakus.

Weapons: Paired Nunchaku

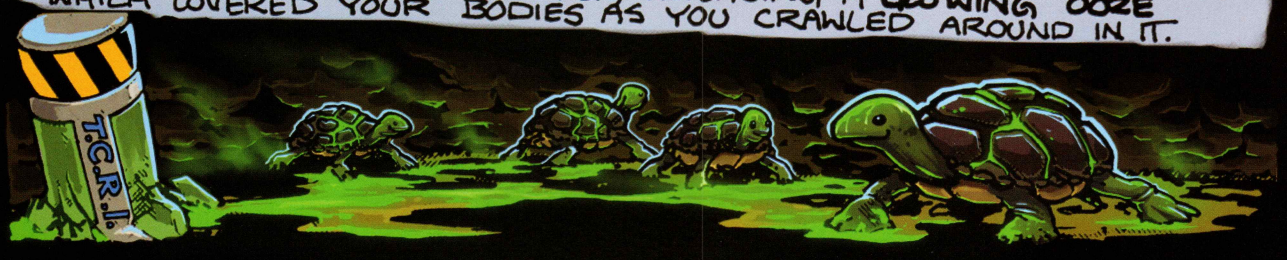
Criminal Record: None

The TMNT Origin...

AT THE LAST MOMENT A YOUNG MAN LEAPED AT THE BLIND MAN AND **KNOCKED** HIM OUT OF THE TRUCK'S WAY. AS THE TRUCK SCREECHED TO A JARRING STOP, A METAL CANISTER BOUNCED OUT OF THE BACK OF THE TRUCK AND STRUCK THE YOUNG MAN NEAR HIS **EYES**.

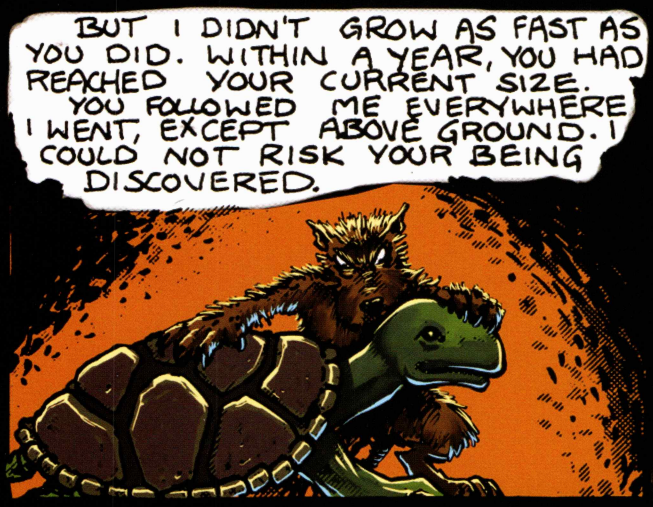


UNNOTICED BY THE CROWD, THE **STRANGE** CANISTER BOUNCED SEVERAL MORE TIMES, STRIKING AND SMASHING A GLASS JAR WHICH HELD FOUR SMALL **TURTLES**... YOU FOUR, AS **INFANTS**!! YOU FELL INTO THE MANHOLE, FOLLOWED BY THE CANISTER. FORTUNATELY A PILE OF DEAD LEAVES AND PAPERS BROKE YOUR FALL. BUT THE CANISTER SMASHED OPEN, RELEASING A **GLOWING OOZE** WHICH COVERED YOUR BODIES AS YOU CRAWLED AROUND IN IT.

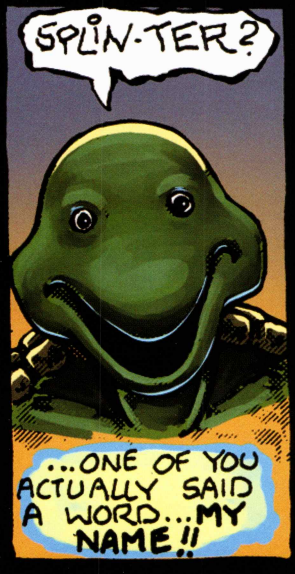


I FOLLOWED YOU DOWN INTO THE STORM DRAIN, AND, NOT KNOWING EXACTLY WHY, GATHERED YOU UP IN A COFFEE CAN. I TOOK YOU TO MY BURROW AND WASHED OFF AS MUCH OF THE GOO AS I COULD.

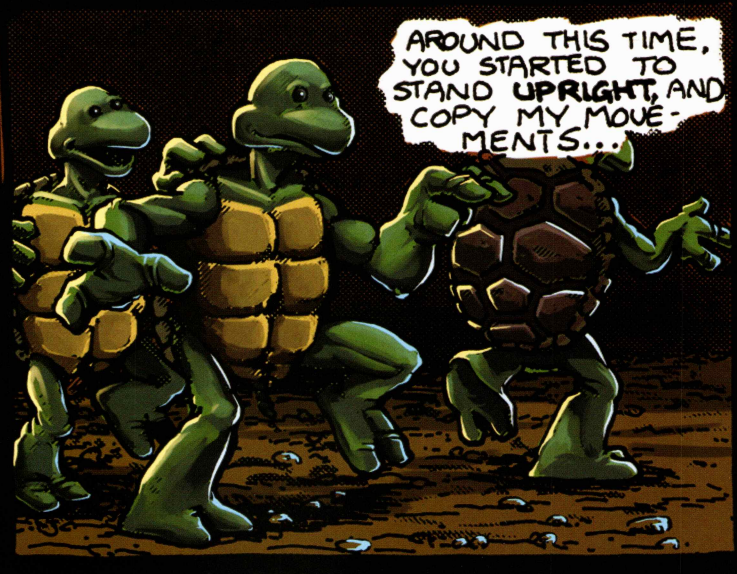
THE NEXT MORNING I AWOKE TO FIND THE CAN TIPPED OVER, AND THE FOUR OF YOU DOUBLED IN SIZE!! SOMEHOW, THAT STRANGE OOZE HAD AFFECTED YOUR GROWTH. AS I LEARNED LATER IT HAD CHANGED ME ALSO... MAKING ME MORE INTELLIGENT, AND LARGER.


BUT I DIDN'T GROW AS FAST AS YOU DID. WITHIN A YEAR, YOU HAD REACHED YOUR CURRENT SIZE. YOU FOLLOWED ME EVERYWHERE I WENT, EXCEPT ABOVE GROUND. I COULD NOT RISK YOUR BEING DISCOVERED.

I WAS AMAZED AT HOW INTELLIGENT YOU SEEMED, BUT EVEN SO I WAS NOT READY FOR WHAT HAPPENED ONE DAY...


SPLIN-TER?
...ONE OF YOU ACTUALLY SAID A WORD... MY NAME!!

MORE WORDS FOLLOWED, AND SOON YOU ALL WERE SPEAKING.


AROUND THIS TIME, YOU STARTED TO STAND UPRIGHT, AND COPY MY MOVE-MENTS...

I BEGAN TRAINING YOU THEN, TEACHING YOU ALL THAT I HAD LEARNED FROM WATCHING MASTER YOSHI. I TAUGHT YOU THE USE OF WEAPONS, THE ART OF STEALTH, AND ALL THAT I KNEW OF THIS WORLD. IN TIME YOU SURPASSED MY LESSONS, AND BECAME TRUE NINJA.
USING A BATTERED COPY OF A BOOK ON RENNAISSANCE ART THAT I HAD FISHED OUT OF THE STORM DRAIN, I CHOSE NAMES FOR EACH OF YOU:
LEONARDO,
MICHAELANGELO,
DONATELLO,
AND RAPHAEL.
NOW, I AM OLD, AND THERE IS A TASK THAT I WOULD HAVE YOU PERFORM BEFORE I LEAVE THIS LIFE. NOW, I MUST ASK YOU TO DO THAT WHICH NO BEING SHOULD ASK OF ANOTHER. I ASK YOU TO AVENGE THE CRUEL DEATH OF MY MASTER, HAMATO YOSHI, AND HIS WIFE TANG SHEN. I ASK YOU TO CHALLENGE AND KILL THE MURDERER OROKU SAKI... THE SHREDDER!

SPLINTER

Real Name: Splinter

Alignment: Scrupulous

Attributes: IQ 15, ME 18, MA 16, PS 12, PP 15, PE 8, PB 8, Spd 8

Age: 25 **Sex:** Male **Size Level:** 6 **Weight:** 75 lbs **Height:** 5ft

Hit Points: 30 **SDC:** 30

Disposition: Quiet, contemplative, with a wry sense of humor.

Human Features:

Hands — Full

Biped — Full

Speech — Full

Looks — None

Animal Abilities: Digging, Nightvision, Advanced Smell

Psionic Powers: None

Level of Experience: 12th Level

Education Bonus: None

Occupation: Ninjutsu Teacher

Professional Skills: None

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: WP & WP Paired *all* Ancient Weapons.

Physical Skills/Training:

Ninjutsu Combat Training

Acrobatics

Climbing — 98%

Prowl — 98%

Amateur Skills:

Cook — 68%

Escape Artist — 98%

Pick Locks — 82%

Languages (English, Japanese) — 98%

Study Japanese Literature — 90%

Study Japanese Art — 90%

Study Japanese Customs — 98%

Study Oriental Philosophy — 80%

COMBAT ABILITIES

Important Note: Splinter is slowing down in his old age. Otherwise, his combat skills would be much sharper.

Actions Per Round: 4

Bonuses: +5 to melee Strike, +5 to Parry, +5 to Dodge, +2 to melee Damage, +6 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20, Death Blow with Natural 20.

Weapons: He has a set of Daisho, but usually carries just a staff.

Personal Profile: Perhaps Splinter was never an ordinary rat. It is even likely that he was a mutant long before the strange ooze from the broken T.C.R.I. canister began changing him. In any event, as a young rat, he was intelligent enough to be able to mimic and memorize the Ninjutsu techniques of his owner, Hamato Yoshi. Years later he remembered and passed on these techniques to his disciples, the Teenage Mutant Ninja Turtles.

How close Splinter is to the end of his life span is not known. He is an old rat and his fighting faculties are getting a bit rusty. For this reason, Splinter has been doing more meditation and thinking about philosophy. While Splinter may no longer be a great warrior, he is still a formidable teacher and is knowledgeable in all the fighting arts of the ninja.

Criminal Record: None

APRIL O'NEIL

Real Name: April O'Neil

Alignment: Principled

Attributes: IQ 19, ME 11, MA 13, PS 13, PP 14, PE 11, PB 14, Spd 18

Age: 27 **Sex:** Female

Weight: 115 lbs **Height:** 5ft 8in

Hit Points: 17 **SDC:** 10

Disposition: Cheerful, friendly, concerned about people, and hard-working.

Psionic Powers: None

Level of Experience: 1st Level

Level of Education: Master's Degree

Education Bonus: +35%

Occupation: Computer Programmer

Professional Skills:

Biology — 70%
Chemistry — 75%
Computer Operation — 95%
Computer Programming — 75%
Intelligence — 75%
Photography — 85%
Paramedic — 85%
Writing (Journalism) — 65%

Weapon Proficiencies: None

Physical Skills/Training:

Basic Combat Training
General Athletics
Swimming
Running

Amateur Skills:

Art (Carpentry) — 46%
Cook — 65%
Dance — 45%
Pilot Automobile — 98%
Basic Electronics — 45%
Study, Antiques — 92%
Study, History — 85%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike, +1 to Parry, +1 to Dodge; +1 to Roll with Impact.

Weapons: None

Personal Profile: April is a very intelligent young woman. As a teenager, she was a dedicated computer "hacker." The skills she gained then were later translated into her career as a computer programmer, specializing in robotics software. This is how she came to be associated with Dr. Baxter Stockman and his "Mouser" project.

April also has an interest in antiques and junk, with an emphasis on the junk. The brownstone that she lives in has a junk store called "Second Time Around" on the first floor. Her father owned and operated the shop until he had his stroke. Now April operates the store part-time. The Teenage Mutant Ninja Turtles spend a lot of time at the building with her.

Except for taking a few self-defense courses, April has no special fighting skills. She is in good shape though and runs, swims, and does aerobics regularly.

April has a strong sense of justice and dedication to community, which means she often pitches in when the TMNT are facing their most challenging enemies.

Criminal Record: None

ORGANIZATION: THE FOOT CLAN

The Foot is a clan of ninjas going back several hundred years. Originating in Japan during that country's feudal period, the Foot Clan has spread over the world, establishing bases of operation in major cities.

As with most ninja clans, the Foot is a very secretive society, and not much is known about their initiation rites or organizational structure. They are ruled by a Council of Eight headed by "The Faceless One." The Foot is unlike the traditional ninja clan in that it has thoroughly adapted itself to 20th-century civilization. Its members are versed in using modern high-tech weaponry and surveillance devices in addition to their time-honored techniques of Ninjutsu.

It is said that the Foot gained its clan name from the style of fighting they preferred, one which used extensive kicks and other leg and foot strikes.

Roughly 10,000 Ninjas are members of the Foot Clan worldwide. The New York membership runs about 600, and continues to grow.

The Foot also uses street gangs like the Purple Dragons as pawns and informants in their network of crime.

THE SHREDDER

Real Name: Oroku Saki

Alignment: Miscreant

Attributes: IQ 16, ME 14, MA 20, PS 20, PP 24, PE 19, PB 12, Spd 9

Age: 34 **Sex:** Male

Weight: 158 lbs **Height:** 5ft 10in

Hit Points: 44 **SDC:** 35

Disposition: Mean, suspicious, vengeful.

Psionic Powers: None

Level of Experience: 9th Level

Education Bonus: +15%

Occupation: Chief of New York Foot Organization

Professional Skills:

Languages (Japanese - native, Chinese, English) — 98%
Chemistry — 98%
Electrical Engineering — 95%
Pilot Automobile — 98%
Criminal Law (special) — 70%
Surveillance Systems — 98%
Cryptography — 80%
Radio — 90%
Sensory Equipment — 80%
Surveillance — 90%

Weapon Proficiencies: WP All modern weapons, WP All ninja weapons, WP Blade Suit (special), WP Paired (Suit Blades).

Physical Skills/Training:

Ninjutsu Combat Training
Acrobatics
General Athletics
Body Building
Boxing
Climbing — 98%
Gymnastics
Prowl — 98%
Running
Swimming — 90%

Special Training/Amateur Skills:

Disguise — 80%
Forgery — 70%
Pick Locks — 75%
Tracking — 70%
Wilderness Survival — 80%

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +8 to melee Strike, +10 to Parry, +10 to Dodge, +7 to melee Damage, +9 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20. Entangle reaction, Disarm reaction, Hold action, Throw action, Leap Attack.

Weapons: Uses his special body armor with razor sharp blades built into it, 12 shurikens, 12 caltrops, 2 egg shell bombs. Often carries a paired top-quality wakizashi short sword (2D6 damage) and tanto dagger (1D8 damage), and occasionally a bisento pole arm (2D8 damage).

Armor: AR 12, SDC 150; The katana-sharp blades on Shredder's gauntlets, fists, shoulders, knees, and shins cause his melee strikes (punches, kicks, tackles, etc.) to deal 2D8 damage.

Personal Profile: Oroku Saki (Japanese use family name first, given name second) is an evil ninja, head of the New York City branch of the ninja clan known as the "Foot." He ran this group and its illegal activities (drug and arms running, assassination, etc.) effectively and ruthlessly, both as Oroku Saki and in his other identity: The Shredder. When Saki donned this fearsome costume, studded with razor-sharp blades, he was almost unstoppable.

One of the reasons that Saki came to New York from Japan was to find the killer of his brother, Oroku Nagi, and avenge that death. Hamato Yoshi was the murderer, living peacefully in New York City with his wife, Tang Shen. They had fled Japan to avoid the "Foot's" anger after the death of Nagi. What Saki didn't know was that Yoshi had killed Nagi after being provoked by Nagi's brutal, near-fatal beating of Yoshi's lover, Tang Shen. Even if he had known, it probably wouldn't have made much difference. Oroku Saki was obsessed with the idea of vengeance and one night he fulfilled that destiny: he ambushed and killed both Yoshi and his wife.

Unnoticed by Saki, Yoshi's pet rat, Splinter, escaped during that fight. Splinter later found the Turtles and mutated along with them. This was the origin of the Teenage Mutant Ninja Turtles. Eventually, Splinter sent his trained Ninja Turtles against the Shredder and they succeeded in avenging Yoshi's death by apparently killing Saki.

His presumed death took place after a ferocious rooftop battle, at the climax of which Saki (who had been stabbed in the chest) plunged off the side of the building, along with a live thermite grenade. No body was found, although it must be said that the Turtles did not look too hard for it, assuming that their enemy had been blown to bits.

Criminal Record: The Shredder is wanted by international and federal authorities. They suspect Oroku Saki but have not gathered enough proof to charge him with anything. Note that several key witnesses have "disappeared" or had "accidents."

KARAI

Real Name: We recommend not asking her...

Alignment: Aberrant

Attributes: IQ 15, ME 20, MA 17, PS 18, PP 20, PE 17, PB 16, Spd 20

Age: 36 **Sex:** Female **Weight:** 125 lbs **Height:** 5ft 7in

Hit Points: 42 **SDC:** 40

Disposition: Intense and ruthless, but honors her word.

Psionic Powers: None

Level of Experience: 9th Level

Education Bonus: +10%

Occupation: Leader of Japan Foot Organization

Professional Skills:

Languages (Japanese - native, Korean, English) — 98%
Pilot Automobile — 98%
Pilot Motorcycle — 98%
Cryptography — 85%
Radio — 95%
Sensory Equipment — 85%
Surveillance — 95%

Weapon Proficiencies: All Ancient WP, WP Paired (Daisho), WP Handgun, WP Rifle.

Physical Skills/Training:

Ninjutsu Combat Training
Acrobatics
General Athletics
Boxing
Climbing — 98%
Gymnastics
Prowl — 98%
Running
Advanced Swimming — 98%
Wrestling

Special Training/Amateur Skills:

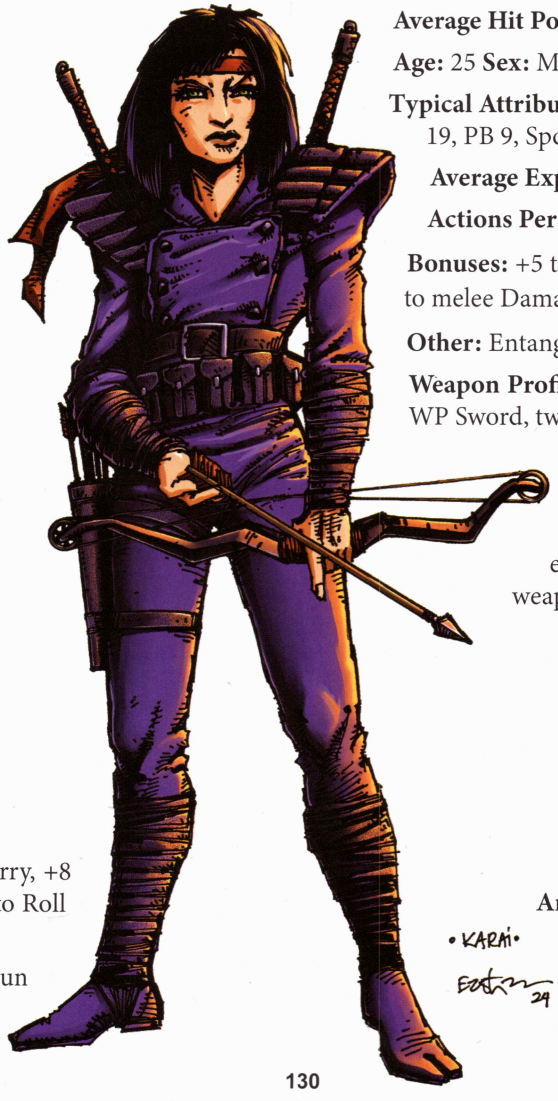
Escape Artist — 85%
Disguise — 95%
Impersonation — 95%
Interrogation — 95%
Pick Locks — 85%
Tracking — 85%
Wilderness Survival — 95%

COMBAT ABILITIES

Actions Per Round: 5

Bonuses: +6 to melee Strike, +8 to Parry, +8 to Dodge, +5 to melee Damage, +9 to Roll with Impact, +2 to Initiative.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack, Critical Strike on a Natural 18-20.



Personal Profile: Following the apparent death of Oroku Saki, AKA "The Shredder," the Foot Clan dispatched Karai to regain control of operations and determine a new leader for the New York City branch of the Foot Clan. Karai is a head of the Japanese Foot Clan, a vastly larger organization, and therefore of equal stature to "The Shredder" within the global organization.

Karai's first order of business in NYC was to investigate the death of Oroku Saki and regain control of local operations. The Shredder's body was missing, and a rogue group of "elite" Foot Clan was skimming profits — both unacceptable outcomes.

Despite her hot-blooded nature, Karai has patience and a reputation for reliability. When she encountered the TMNT, she found Leonardo an honorable opponent and worked with the Turtles to bring the rogue members of the Foot Clan to justice for killing her daughter.

Weapons: Karai favors a modern Japanese "Yumi" compound bow (1D10 damage). She also carries a paired top-quality katana long sword (3D6 damage) and wakizashi short sword (2D6 damage), 12 shuriken, 12 caltrops, 2 egg shell bombs.

Armor: AR 13, SDC 175; wears a modern tactical vest concealed in a quilted silk and leather armored jumpsuit.

Criminal Record: None; Karai is good at what she does.

AVERAGE FOOT CLAN NINJA

Alignment: Mostly Miscreant, some Diabolic or Anarchist.

Average Hit Points: 38 **Average SDC:** 34

Age: 25 **Sex:** Male **Weight:** 155 lbs **Height:** 5ft 8in

Typical Attributes: IQ 10, MA 9, ME 11, PS 18, PP 18, PE 19, PB 9, Spd 14

Average Experience and Training: 4th level, Ninjutsu.

Actions Per Round: 3

Bonuses: +5 to melee Strike, +6 to Parry, +6 to Dodge, +5 to melee Damage, +7 to Roll with Impact, +2 to Initiative.

Other: Entangle reaction, Throw action, Leap Attack.

Weapon Proficiencies: WP Blunt, WP Chain, WP Knife, WP Sword, two of choice.

Skills of Note: Body Building, Climbing, Acrobatics, Prowl 78%, Swimming.

Weapons: Short sword, dagger, ninja emergency kit (6 shurikens, 12 caltrops), weapon of choice:

- Kusarigama (1D10 damage)
- Manrikigusari (1D8 damage)
- Katana Sword (2D6 damage)
- Nunchaku (1D8 damage)
- Sai (paired, 1D6 damage each)
- Yari Spear (1D10 damage)
- or other Japanese weapon

Armor: None

Personal Profile: Elite ninja assassins willing to die for the Foot Clan. These formidable foes usually work in small groups, at least pairs or trios.

THE T.C.R.I. ALIENS

The aliens who run the mysterious facility known as T.C.R.I. ("Techno-Cosmic Research Institute") are short, rather strange creatures whose natural means of mobility is by stubby cilia on their undersides. Here on Earth, they use humanoid robot bodies to get around with more ease and to interact with the human population undetected.

The aliens - called Utroms - fit into the abdominal cavities of these robots and control them from there. The Utroms have been stranded on earth for thirty years and only in the last two decades has human science and technology progressed to the point where it is advanced enough for the aliens to utilize it in making the transmat device which they hope will return them to their home planet. It was one of their canisters of waste material (being shipped by truck to a disposal site) that accidentally started the Turtles' mutation. The glowing ooze that the baby turtles crawled around in was actually a mutagenic microbial agent, a by-product of one of the aliens' experiments at producing organic circuitry.

The aliens are not hostile but are so close to reaching their goal of returning home (the transmat device is almost complete) that they respond with undue alarm when the Turtles invade their facility in TMNT #4.

TYPICAL T.C.R.I. ALIEN

Typical Alignment: Principled or Scrupulous

Typical Attributes: IQ 18+, ME. 14+, MA 12+, PS 5, PP 8, PE 10, PB 5, Spd 4

Age and Sex: Unknown; **Size Level:** 2; **Weight:** 8 to 10 lbs

Hit Points: 25 **SDC:** None

Disposition: Calm, rational, quick thinkers.

Human Features: None

Animal Abilities: Unknown, if any

Psionic Powers: None

Level of Experience: 6th Level

Level of Education: College

Education Bonus: +20%

Occupation: Genetics, medical, engineering, or science

Natural Weapons: None

Weapon Proficiencies: WP Handgun.

Combat Training: None

Actions Per Round: 2

Bonuses: None.

Robot Body: AR 12, SDC 210, PS 22, Spd 17

Weapons: Utrom Blaster (Stun Beam save 14+, *or* 4D6 damage Energy Bolt)

Criminal Record: None

THE SPARROW-EAGLES

The Sparrow-Eagles are a group of Team Characters not dissimilar to the Teenage Mutant Ninja Turtles in origin. Their mutations are the result of a radiological chemical waste spill that occurred in a quiet American suburb. Fortunately for the group of hardy songbirds who miraculously survived the event, they were taken in, sheltered, and trained by a ninjutsu master of mysterious origin — and also a mutant animal.

Once they completed their training, the Sparrow-Eagles saw the evil in the world and decided to act with little regard for their anonymity. They are not above using modern firearms should the need arise, either. This combination of factors has caused quite a stir among local communities as the Sparrow-Eagles do little to hide their true nature or activities. Instead, the mutant avians prefer to present themselves as government-sanctioned special operations personnel.

Little is known about their enigmatic master or his motivations. Some speculate that he may have escaped a military run mutant animal training program. Others suspect that he may still be part of a Top Secret government program, while the Sparrow-Eagles are unaware of who is actually calling the shots (or pulling their strings?). Either way, one thing is for sure — their master has deep pockets and has been able to supply the Sparrow-Eagles with expensive weapons. Whether that is due to a government bank account, or their master absconded with a trove of valuables is anyone's guess. Sooner or later, though, the bill will come due.

Note Regarding Criminal Record: Currently *all* the Sparrow-Eagles are under investigation by the FBI, who are checking into claims that they are from some kind of government agency (they aren't! or are they?). The Sparrow-Eagles enjoy good relations with local and state police after assisting in a dangerous hostage situation.

CHIRP YENKO

Real Name: Chirp Yenko

Alignment: Scrupulous

Attributes: IQ 9, ME 9, MA 11, PS 23, PP 14, PE 25, PB 11, Spd 11

Age: 16 **Sex:** Male

Size Level: 7 **Weight:** 64 lbs **Height:** 4ft 5in

Hit Points: 36 **SDC:** 64

Disposition: Aggressive, pushy, hot-tempered.

Human Features:

- Hands — Full (extra limbs)
- Biped — Full
- Speech — Partial
- Looks — None

Animal Abilities: Flight, Advanced Vision, Natural Singer

Psionic Powers: None

Level of Experience: 3rd Level

Education Bonus: None

Professional Skills:

- Language (French) — 70%
- Basic Mathematics — 86%
- First Aid — 60%
- Pilot Automobile — 98%

Natural Weapons: 1D6 Beak, 1D4 Talons (climbing)

Weapon Proficiencies: WP Chain (Nunchucks), WP Paired (Nunchucks), WP Staff

Physical Skills/Training:

- Ninjutsu Combat Training (+2 Levels)
- Body Building
- Climbing — 80%
- Gymnastics
- Prowl — 80%
- Running
- Wrestling

Espionage Skills/Special Training:

- Pick Locks — 26%

COMBAT ABILITIES

Actions Per Round: 3

Bonuses: +3 to melee Strike, +3 to Parry, +3 to Dodge, +8 to melee Damage, +7 to Roll with Impact.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack.

Weapons: Pair of Nunchaku.

BROWN WING

Real Name: Brown Wing

Alignment: Principled

Attributes: IQ 12, ME 13, MA 12, PS 21, PP 12, PE 28, PB 17, Spd 21

Age: 16 **Sex:** Male

Size Level: 7 **Weight:** 62 lbs **Height:** 4ft 4in

Hit Points: 39 **SDC:** 76

Disposition: Quick, fast to come up with plans, fast to discard them.

Human Features:

- Hands — Full
- Biped — Full
- Speech — Partial
- Looks — None

Animal Abilities: Flight, Advanced Vision, Natural Singer

Psionic Powers: None

Level of Experience: 3rd Level

Education Bonus: None

Professional Skills:

- Electrical Engineering — 60%
- Computer Operation — 75%
- Computer Programming — 55%

First Aid — 60%

Natural Weapons: 1D6 Beak, 1D4 Talons (climbing)

Weapon Proficiencies: WP Sword (Daisho), WP Paired (Daisho), WP Targeting (Samurai Bow).

Physical Skills/Training:

Ninjutsu Combat Training (+2 Levels)
Acrobatics
General Athletics
Boxing
Climbing — 80%
Fencing
Prowl — 80%
Running

Espionage Skills/Special Training:

Cryptography — 35%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +3 to melee Strike, +3 to Parry, +3 to Dodge, +6 to melee Damage, +7 to Roll with Impact.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack.

Weapons: Daisho, paired Katana and Wakizashi swords. Samurai Bow with a quiver of 24 arrows.

GORBA CHIRP

Real Name: Gorba Chirp

Alignment: Anarchist

Attributes: IQ 13, ME 12, MA 18, PS 17, PP 14, PE 22, PB 11, Spd 9

Age: 16 **Sex:** Male

Size Level: 7 **Weight:** 60 lbs **Height:** 4ft 9in

Hit Points: 36 **SDC:** 30

Disposition: Joking, usually cheerful, but annoying.

Human Features:

Hands — Full (extra limbs)
Biped — Full
Speech — Partial
Looks — None

Animal Abilities: Flight, Advanced Vision, Natural Singer

Psionic Powers: None

Level of Experience: 3rd Level

Education Bonus: None

Professional Skills:

Language (Spanish) — 55%
Basic Mathematics — 85%
Basic Electronics — 55%
Navigation — 50%
Computer Operation — 75%
Computer Programming — 55%

Natural Weapons: 1D6 Beak, 1D4 Talons (climbing)

Weapon Proficiencies: WP Sword (Nodachi greatsword), WP Submachine Gun.

Physical Skills/Training:

Ninjutsu Combat Training (+2 Levels)
Climbing — 80%
Prowl — 80%

Espionage Skills/Special Training:

Interrogation — 40%

COMBAT ABILITIES

Actions Per Round: 3

Bonuses: +3 to melee Strike, +3 to Parry, +3 to Dodge, +2 to melee Damage, +4 to Roll with Impact.

Other Abilities: Critical Strike *or* Stun with a melee Sneak Attack.

Weapons: Nodachi greatsword, 9mm Mini Uzi submachine gun.

ROGUES GALLERY

BAXTER STOCKMAN

Real Name: Baxter Stockman

Alignment: Diabolic

Attributes: IQ 18, ME 8, MA 12, PS 14, PP 9, PE 17, PB 12, Spd 4

Age: 36 **Sex:** Male **Size Level:** 9

Weight: 175 lbs **Height:** 5ft 8in

Hit Points: 23 **SDC:** 0

Disposition: Erratic, unpredictable, boastful.

Animal Abilities: None

Psionic Powers: None

Level of Experience: 3rd Level

Level of Education: Doctorate

Education Bonus: +45%

Occupation: Currently in Psychiatric Detention

Professional Skills:

Chemistry — 98%
Analytical Chemistry — 95%
Computer Operation — 98%
Computer Programming — 90%
Computer Repair — 90%
Electrical Engineering — 95%
Advanced Mathematics — 98%
Robotics (*special*) — 80%
Cryptography — 80%
Laser — 98%
Optic Systems — 98%
Radio — 98%
Sensory Equipment — 98%
TV/Video — 90%

Weapon Proficiencies: None

Physical Skills/Training: None

Amateur Skills:

Photography — 90%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: No bonuses to Strike/Parry/Dodge/Damage.

Personal Profile: Baxter Stockman has several degrees in advanced electronic engineering and computer science from top universities.

He has worked extensively in the field of high-tech micro-electronics and robotics, though he never achieved the kind of success he craved.

Baxter's frustration led him to devise the "Mousers," small, ambulatory, robot ratcatchers. He was unable to trick the New York City government into funding research and development of the Mousers. The Mousers did catch a lot of rats, but their primary purpose was known only to their creator. Baxter secretly programmed new instructions into the Mousers' "mother" computer and used them to tunnel into bank vaults and snatch money and valuables.

Using the stolen money, he constructed an underground Mouser manufacturing plant and control center. When it was finished, he had hundreds of Mousers which he used to dig strategically placed tunnels under the foundations of certain large and important buildings. He then proceeded to ask the city for ransom for the buildings or he would complete their tunneling and the buildings would collapse.

How successful this endeavor would have been is unknown, for Baxter's plot was uncovered in time. He was stopped by his assistant, April, and her new-found friends, the Teenage Mutant Ninja Turtles.

Other than his considerable intelligence and engineering skills, Baxter Stockman possesses no special abilities. He is not an effective hand to hand fighter. He has an unstable personality, prone to delusions of grandeur and persecution complexes. This combination can lead him to commit cruel acts, such as sending Mousers to kill April.

Baxter is currently undergoing psychiatric observation to determine his competency to stand trial for his crimes.

Weapons — Mouser Robots: These robots have no brains of their own, they are controlled by a central computer. The robots have an AR of 11, SDC of 55, are +2 to Strike with their Bite (2D6+6 damage). The robots do not Parry, Dodge, or otherwise defend themselves.

Criminal Record: None

CASEY JONES

Real Name: Casey Jones

Alignment: Aberrant

Attributes: IQ 8, ME 6, MA 8, PS 22, PP 20, PE 20, PB 11, Spd 8

Age: 22 **Sex:** Male

Weight: 195 lbs **Height:** 6ft 1in

Hit Points: 39 **SDC:** 40

Disposition: Braggart, cocky, cheerful, but can be annoying.

Psionic Powers: None

Level of Experience: 5th Level

Level of Education: High School drop-out

Education Bonus: None

Occupation: Building Caretaker, Handyman

Professional Skills: None

Weapon Proficiencies: WP Blunt, WP Paired (Blunt).

Amateur Skills:

Martial Arts Combat Training
Body Building
Boxing
Art (Carpentry) — 52%
Basic Electronics — 55%
Pilot Automobile — 98%
Study, Television Drama "Criminal Science" — 60%

COMBAT ABILITIES

Actions Per Round: 4

Bonuses: +6 to melee Strike, +7 to Parry, +7 to Dodge, +10 to melee Damage, +3 to Roll with Impact, +3 to Initiative.

Weapons: Golf bag filled with various bats, hockey sticks, and odd golf club. They are all taped for grip and balance. Damage is 1D8 for the one-handed items, or 1D8+2 for two-handed.

Personal Profile: Casey Jones is an alienated young man who lives by himself in a run-down apartment building. He makes a living, if you could call it that, by fixing things in the apartment building and doing odd jobs.

Casey's only friends are the three TV sets he has going simultaneously and continuously. He works out with barbells all the time while watching television. He watches all the cop shows and his views and attitudes are shaped by them. This makes him more than a little bit warped. He has the idea that the streets of the world are full of human slime and scum.

Donning an old hockey mask and carrying a golf bag filled with various blunt sports clubs and sticks, Casey ventures out into the streets, looking for the human vermin who prey on the weak and innocent. On these creeps, he wreaks his vengeance. Unfortunately, Casey has no sense of scale. Casey will treat a purse snatcher just as he would treat a murderer. He'll beat any criminal senseless or even within an inch of their life.

Casey's fighting skills were mostly learned on the streets, though he did take some martial arts courses before being kicked out of class for being too brutal. Working out with weights all the time has given him a toned, muscular physique which helps him in his chosen pursuits.

Criminal Record: None

FRED HAMSTER

Real Name: Fred Hamster

Alignment: Unprincipled

Attributes: IQ 11, ME 8, MA 12, PS 14, PP 9, PE 10, PB 6, Spd 5

Age: 19 **Sex:** Male

Size Level: 9 **Weight:** 197 lbs **Height:** 5ft 4in

Hit Points: 18 **SDC:** 35

Disposition: Schemer, gambler who takes chances.

Human Features:

Hands — Full
Biped — Partial
Speech — Full
Looks — None

Animal Abilities: Excavating

Psionic Powers: None

Level of Experience: 2nd Level

Education Bonus: +15%

Occupation: Fugitive

Professional Skills:

Art (Drawing) — 70%
Chemistry — 55%
Automotive Mechanics — 60%
First Aid — 50%
Demolition — 60%
Demolitions Disposal — 80%
Advanced Mathematics — 65%
Languages (Arabic) — 70%

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: WP Submachine Gun

Physical Skills/Training: None

Espionage Skills/Special Training: None

Amateur Skills:

Disguise — 45%
Escape Artist — 35%
Fish — 45%
Forgery — 35%
Sew — 45%
Languages (Spanish) — 55%
Pick Pockets — 35%
Pilot Automobile — 65%
Pilot Motorcycle — 65%
Pilot Motorboat — 65%
Pilot Truck — 65%
Wilderness Survival — 45%

COMBAT ABILITIES

Actions Per Round: 2

Bonuses: None.

Weapons: Fred normally travels in disguise unarmed, but has hidden away a stash of several submachine guns (at least four), crates of ammunition, and a truckload of explosives.

Personal Profile: Fred was created by a major oil company. Their intention was to genetically alter a creature that could explore and actually dig for oil. He was extensively trained (especially in Geology and Mining Engineering) but was given little or no freedom. Eventually, Fred rebelled. He overheard a conversation that indicated he could likely be destroyed when a new animal prototype could be created.

At that point, Fred laid his plans for escape. He simultaneously stole the latest payroll ($73,000), sabotaged an oil well, and took off in a company truck. With him was a good supply of weapons stolen from security, commercial explosives, mining equipment, and supplies.

Criminal Record: Fred is wanted by various major corporations and private security companies (Reward: $250,000.) Law enforcement agencies have been warned about a "rare and dangerous imported animal."

FERRETERICK

Real Name: Ferreterick

Alignment: Scrupulous

Attributes: IQ 18, ME 12, MA 13, PS 17, PP 20, PE 14, PB 12, Spd 16

Age: 17 **Sex:** Male

Size Level: 6 **Weight:** 60 lbs **Height:** 4 ft 6 in

Hit Points: 27 **SDC:** 39

Disposition: Sneaky, cunning, distrusts humans. A loner, Ferreterick will open up once he learns to trust someone.

Human Features:

Hands — Full
Biped — Full
Speech — None
Looks — None

Animal Abilities: Tight Squeeze, Leaping, Nightvision, Advanced Smell

Psionic Powers: Telepathic Transmission

Level of Experience: 4th Level

Education Bonus: +20%

Occupation: Bounty Hunter

Professional Skills:

Expert Combat Training
Acrobatics (Balance) — 94%
Climbing — 98%
Gymnastics (Jump) — 98%
Prowl — 98%

Natural Weapons: 1D6 damage Claws (climbing)

Weapon Proficiencies: WP Rifle, WP Knife, WP Targeting

Amateur Skills:

Basic Math — 79%
Computer Operation — 69%
Escape Artist — 49%
First Aid — 49%
Navigation — 69%
Palming — 49%
Pick Locks — 49%
Pick Pockets — 49%
Wilderness Survival — 59%

COMBAT ABILITIES

Actions Per Round: 3

Bonuses: +5 to melee Strike, +5 to Parry, +5 to Dodge, +2 to melee Damage, +6 to Roll with Impact.

Weapons: Lever action hunting rifle (6D6 damage), five throwing knives (1D6 damage), two bowie knives (1D6+1 damage).

Armor: Thick leather jacket with AR 11 SDC 20.

Personal Profile: Ferreterick is the result of a top secret experiment to create the ultimate tracker for the military. He was raised by scientists on an island compound and trained by some of the best black ops commandos in the world. Unfortunately, a rival group of personnel at the research facility treated the young mutant poorly, playing mind games with him in hopes of preventing Ferreterick from besting their own mutant animal (a mutant Doberman named Ramses) in trials. The impressionable youth believed the lies — that his trainers secretly despised him and were planning to terminate him (not true) — and subsequently escaped the compound. Now he wanders the Southwestern United States, operating as one of the best trackers and bounty hunters in the business. If he were to again encounter Ramses, who he trusts, Ferreterick would quickly learn of the lies he was subjected to.

Criminal Record: To maintain the project's secrecy, Ferreterick's existence was never released to law enforcement. On the contrary, his bravery and dependability has earned the trust of many private investigators, who pay top dollar for his services.

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